

INTRODUCING VR SOCCER'96

Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Vid*eo *Games*

magazine calls VR Soccer '96™

"The best 32-bit soccer game..."

With smooth, fast camera

action, it's the only soccer

where and everywhere on the field.

You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on

the PC. VR Soccer '96™.

Now this is a game you can get into.





Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.



THE DIFFERENCE IS REAL™

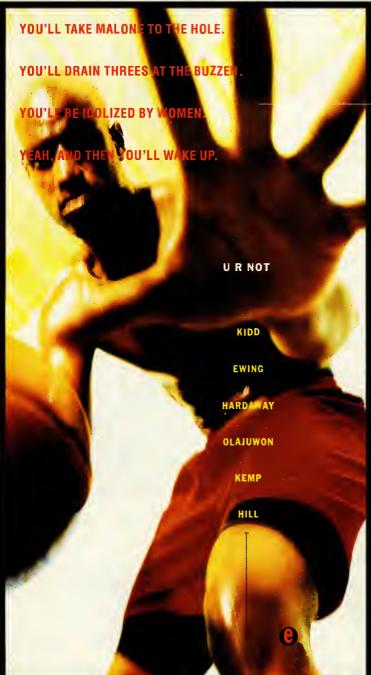












Shoot

Okay, rookie. Here's all the 3-D realism, otherwannabees—uh, the basketball game



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your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with intensity and sweaty, stinky action of playing in the NBA. And, with Multi tap, you can even link-up with seven we mean *players*, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt,

of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing).



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WHOA! There's a lot of sweet stuff in this issue! I mean, sure I say that just about every month, but this time I really mean it! War Gods, Final Fantasy VII, Ultimate MK3, and more, more, MORE! Oh yeah, I almost forgot to

mention our sneak peek at VIRTUA FIGHTER 3!!! Don't think I wouldn't kill any of you for five minutes alone with that game.

On the down side, it saddens me to tell you that our dear friend Bill has... well, passed on. I found his body just this morning, slumped over his keyboard. Guess a man's innards can only take so much. We'll miss the contribution that he... BILL: I'm gonna kill you, Slate!!! Bill! I thought you were dead, or I

would've never buried you! BILL: It's The Box for you, boyo! It's time for the monkey wasps' feeding!!!



MEET

THE

TEAM

What was the best prize you ever got in a box of cereal?



Chris

One time t got this fittle monkey. He was real cute and fun to tatk to, but then my Mario doll said I had to 'terminate' him. I did it... t cried, but I did it! (sob)

Jeff

Cereal? What's that? You mean, you put this stuff in a bowl and pour milk on it?!? That's disgusting! Uh... does it have any caffeine in it?

Mike

I was real excited about collecting those little batting helmets, so I'd eat the whole box at once. Never did find those helmets, but the cereal was real crunchy, for some odd reason.

Fatrick

What better prize could there be than the 12 essential vitamins and minerals that come packed in every box? Oh, I guess tinding a banana in there would be cool, too!

Chris C.

Prizes in cereal are kinda like Doom. You know there's something in there, and you're pretty sure it's not gonna be good for you, but you eat the stuff anyway. Scary, huh?

Roger

I got this submarine once. I'd put baking soda in it and it would dive up and down in the bathtub. I wonder what ever happened to that darn thing?

Bill

I used to try to collect these really cool 'tnvaders From Mars' cards, but every time I'd pour the beer on my Cheerios, all the colors would run. All I got now are these cardboard squares that smell like beer.

infetrack

Where we tell you what you need to know, and then some!

Infotrack Hot breaking news... and some stuff we can't break!

Ha, ha! Our favorite games are newer than yours! Arcades

They don't bathe and they want your quarters... hmm...



20

This means something... this is important... except for all that weird stuff!

Reader's Network

8 114

38

Hey, someone wrote in with a game question! We made fun of 'em anyway...

Back Talk

Hit List

Who'd believe it? Oangerous gunplay and a big surprise! We never have surprises...

reviews

Que sera, sera! (This means 'here's all the new stuff!')

Japanese Previews

With coverage like this, who needs kung-fu?



We draw first blood on Ultimate Mortal Kombat 3! The carnage starts on page 26!



Tomb Raider is back, with even more fantastic garphics, on page 28!

features

Final Fantasy VII, NBA Jam Extreme, and some really Boss Stuff, not to mention our deluxe cover story! Man, we're just too good to you!

PLAYERS ONLINE

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, GAME PLAYERS has gone online! Check out our web site, as well as our individual E-mail addresses over on the right!

CHRIS: Chris Slate@qm.imagine-inc.com BILL: Bill Donohue@qm.imagine-inc.com ROGER: Roger Burchill@qm.imagine-inc.com MIKE: Mike Salmon@gm.imagine-inc.com PATRICK: Patrick_Baggatta@qm.imagine-inc.com



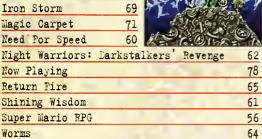




reviews ame

Once again, our crack (cracked?) staff of reviewers has been bullied and bludgeoned into turning these reviews in on time... and it was fun!

Alien Trilogy	58		26.
Creature Shock	70	le dig for	
Earthworm Jim 2		Vorms on age 64!	A
Iron Storm	69	TOP	
Magic Carpet	71	121:0	
Need For Speed	60		108
Night Warriors:	Darkstalk	ers' Rev	renge
Now Playing			
Peturn Pire			



These will... these will... rock you!

We've got more baseball coverage that all three networks combined! So get yourself a comfy chair and get ready to 'Play Ball!' The action starts on page 72! Batter up!



ack issues

If you don't buy these, we'll have to eat 'em! It's not that they taste bad, or anything, but we'd like to try sandwiches made with bread, for a change!!!

at sheets

When it comes to cheating, no one's better than us! Heck, we got the prison records to prove it! (O'oh! Uh, forget that last part, OK?)

Assault Rigs		105
Clockwork Knight 2		109
Donkey Kong Country 2		108
Earthworm Jim 2		108
Even More Codes		110
Game Shark Codes		107
Jumping Plash!		109
Johnny Bazookatone 10	07,	108
Killer Instinct 2		100
Museum Classics Vol. 1		107
Night Warriors		96
Resident Evil		88
Sega Rally Championship		106
Street Fighter Alpha		106
Theme Park		109
Thunderstrike 2)4,	105
Twisted Metal		106
Zero Divide		106

No one has talked about anything else but *Virtua Fighter 3* since its nt debut at the annual ACME arcade show, and for good reas Although still pictures can't do this game justice, just one look will pound you into a pulsating pile of protoplasm. Your torture starts on page 42.











I am pissed off about these new systems and their expensive tags. When Ultra 64 comes out, how much will it cost? \$250? \$300? My friend says that the new systems won't last because of their price tags. I think he's wrong. Hey, if I had \$400 to blow, I'd get one of those systems. But if they (meaning Nintendo, Sega and Sony) had any business sense, they would reduce hardware prices so more people could buy those awesome systems. Anyway, I wanted to ask you something. Could you confirm that there is a Final Fantasy game for U64? And if so, is it a sequel to Final Fantasy 3? Oh, and Bill, if you want a very mean animal for the box, I have a very rare monkey wasp. Its sting feels like being gored by a rhino! Only 550 bucks. And I'll include a keg of beer! Get drunk while enjoying box entertainment!

Travis Howard

Stockbridge, MA

The funny thing is, Travis, that even though the new systems cost so much, all of the comp are basically selling the hardware at cost. The game company's profits come from software sales. As for me, I'll definitely end up shelling

out the dough for all the syste There are just too many good games and not enough time to play them all hours. As for FF, check out our feature in this issue on FFVII for

PlayStation. Although it may be called FFN when it comes to the U.S., Square Soft has finally begun to develop their excellent RPGs for systems other than Nintendo's. But there are rumblings of another FF game in development for the Nintendo 64 but in all likelihood we won't see it until well after the release of Nintendo's Bulky Drive. Finally, do me a favor and keep the monkey wasps. For some reason it always seems to be me that gets

thrown in the Box and I shudder

I love your mag. I think it's the greatest. I've heard from various sources that there is a game in Japan called Super Dante for the Super Famicom It's and in ou can make your (good or bad) and also you can design the plot and storyine and you can also design certain beildings
such as castless and other buildings. Anyway, the point
I'm uying to get at is that I was wondering if we are ever gonna
get it here in the U.S. If we are, when are we getting it and what system
will it be on in the U.S., and how much will it cost. And it we aren't, why? Jeremiah Frye CHRIST To be honest, Jeremiah, I'm not quite sure which game you're talking about, but I
have seen several 'create your own game' carbridges for the Japanese 16-bit market. No
one has announced any plans to bring these titles to our shores yet, but I sure wish they
would! Imagine... 'Lord Slate enters the dark dungeon to rescue the fair princess from evil Bill's Box...' My
RPG is practically writing itself!
BILL' Yeah, right into the dumper! Check out my hot, new RPG --- Super Buddy's Beer Hunt!

THE SECRET PLAN

I've figured out a way for Sony and Sega to legally get rid of Nintendo for a few more vears. When the Ultra 64 comes out, drop all the prices of games in half. They won't lose any more money per hard-

ware and will still make money off the software. Nintendo won't be able to make their software any cheaper because of its cartridge based system. Any idiot would see it would be better to be able to get twice as many games for the same price and purchase a PlayStation or Satum. The game companies might even be able to make more money off software this way. I know personally there are like 20 games I would like to get for my PlayStation that I can't because I have to think about money. If they did this I would be able to get quite a few of those games by spending just as much as I did before. Sony, Sega and gameplayers everywhere would benefit from this move. Also, if you think about it, once Nintendo's out of the picture, Sega and Sony can slowly bring their prices back up. What do you think?

Ben McMahan Mansfield, TX

ROGER: Well Ben, you had me excited there for a minute. But what's all this talk of destroying Nintendo? Sure, that Mario guy is annoying and that Donkey Monkey dude could be some strange genetic mutation, but I'm all for more competition in the market place. Because if for some unlikely reason Nintendo disappears, you can bet those game prices are going to sky rocket. I like your short term plan better — a drop in Sony and Sega's game prices upon the release of Nintendo 64. I'm sure the executives at those companies are already considering it.

at the thought Bill with a new toy for the box!



What is it with these Virtual Boy games? Nintendo is making games like Nesters Funky Bowling and Galactic Pinball! If Nintendo keeps making games like this, the main installed base will be the fat people at the bowling alley! Wow! TWO WHOLE COLORS!

> In issue 80 of EAME PLAYERS, I saw the steering wheel for the Sony PlayStation. I was wondering if you know when it's going to come out and what the cost should be. I am a Mortal

Kombat freak and love everything that they've done to Mortal Kombat. I was wondering if you know the release date of Ultimate Mortal Kombat 3 for the PlayStation. I heard that

UMK3 is not coming out for the Genesis or Super NES because of the intense graphics on the game. Is this true? And lastly, do you have any information on Mortal Kombat 4. Is is going to be like Battle Arena Toshinden with the 3-D perspective or be like the first Mortal Kombat?

Levi Friend Medford . OR

MIKE: Everyone here agrees that the first wave of Virtual Boy games are virtually silly. Not one title is exciting enough to sell a \$100 machine, much less one that costs \$160. As for your obsession with Mortal Kombat, it's really not healthy. UMK 3 is coming out on the Saturn first, but by X-mas a new PlayStation version should surface. The early rumors on MK4 have it being a 3D game (like Toshinden), but still maintaining the digitized fighters. Look to Midway's War Gods (arcade game) to get an idea of what it's going to look like.

HOW MANY MORE TIMES? I have a few questions

to ask: 1. Is Sega going to

make any Sonic games for the Satum?

2. How many people asked you that before?

3. Could they have done the backgrounds of VF2 (espe-

cially Shun's awesome bridge stage) the same way they were in the arcade or were they just trying to get it out by Christmas?

4. Should I just sell my 32X while I can? 5. if Sega and Matsushita make a 64-bit machine, what will they do about all the Saturn owners (like me)?

6. Oo you guys prefer boxers or briefs on your heads? 7. How can I get these damned voices out of my head?

Richard Mitchell Tuisa, OK

BILL: OK, here we go: 1. We've heard rumors, but we can't say anything about that at this time.

2. You're about the ten thousandth person to ask that question. 3. There was a bit of a hollday rush, but the designers are working on the problem. Look for great things soon! 4. Uh... don't you mean IF you can sell it? 5. They'll probably try to sell 'em the 64-bit system, of course! Enough of these silly game questions! Let's get on with the important Issues! While boxers do provide better

> preferred, due to their aerodynamic configuration. About those voices wouldn't you be lonely if they left?

May 1996 GAME PLAYERS 9

overall coverage, briefs are

SO VERY KERRI

I was out on a dangerous recon mission, searching for info on the top secret 'chinchilla drive' peripheral for Virtual Boy, when I intercepted an encrypted transmission from the reclusive 'Icy Black Hand of Oeath' cult. It was a live interview with über-babe herself, Kerri Hoskins! The droot slowly gathered in pools under my chin as she answered soft-ball questions lobbed by Liz Talbot, a local news anchor (believed to be a conspirator in the now infamous 'noodle incident'). Outfitted in full Sonya regalia the pulchritudinous Mrs. (yes, she's married) Hoskins revealed:

- 1. She's never been in a fight.
- 2. She was once stalked by a guy in Minnesota.
- 3. She thinks Mortal Kombat is about self-discipline, not splattering internal organs onto the sidewalk.
- 4. She sucks at Mortal Kombat.

I hold this information up to you, mighty Evil Masters

of Polygons. I hope it appeases your evergrowing hunger for gaming news.

> The Marlin Hoft, MI

MIKE: She's married!!! Damn! And she can't prove I was even in Minnesota at the bime. Besides that, I wasn't stalking. I was sauntering. Get me her husband's name, and i shall make everything OK. If you can't get enough of Kerri, you should check out War Gods (It took a small army of very happy men to squeeze her voluptuous body into her tight and revealing new outfit).



THE REASON WHY

Why is everyone leaving? All my favorite people on the GP staff are leaving. Here is a list of my favorite people that were ever GP staff; Bill, Chris, Jeff, Mike and Vince. Jeff and Vince are gone! I'm sad! Waa! Waa!

> John Perello Marlboro, NY

CHRIS: Just wait until I put my 'Monkey Writer' plan Into action! Say your goodbyes now John, the rest of the staff isn't long for this life. I've already trained one monkey to type upwards of 45 wpmi

ONE OF THE ..

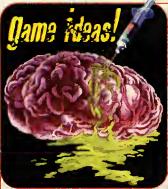
I am a 16-year-old pro-action male-gamer, I love your magazine. I have a problem with all those female gamers making these silly false accusations that games are sexist. I disagree. First of all, there are a lot of games that have vicious females. Take MK I, II, and 3 for example, Sonya, Jade, Kitana, Mileena, Sindle & Shiva are some of the deadliest fighters I have played in any game. And lets not forget the notorious Chun Li & Cammy in Street Fighter II, I can out play any male fighter. with Cammy any time, any place! You female gamers have to face the fact that the majority of gamers are males, so most games are going to have sexy females in swim suits standing in the background to appeal to male gamers. If you ask me the females are always the deadliest characters, just look at Orchid in Killer Instinct!

Mason Gabriel Detroit, MI

PATRICK: I'm not complaining, but come on. The videogame industry is nearly as sexist as Hollywood. The fact that there are some great female characters in games like MK is outwelghed by the fact that they are always dressed in next to nothing. Let's face it, the guys that create these characters are (typically spealding) the geeks that never had a girlfriend in school and so they're trying to create perfect

women in





virtua studic

My game is called Virtua Writer. The object of the game is to sit around all day and write game ideas to send in to an awesome magazine. If you get one published, you get a mystery prize. If you don't get one published, you sit at home, writing until you run out of original ideas and start sending stupid ones in. Well, I've got to go now. I need to run out and buy some more stamps.

> **Roger Kubilis** Reydon, OK

BILL: We've about had it with your dumb ideas, Roger. I mean, Sheep Herder could have been a great game, and Running With A Really Sharp Knife only had that one major flaw, and let's not forget about Basket Weaving Fools! That one could have taken you all the way to the top, but this time you've gone too far!

do it your way

My game's name is Originality. You can do what you want, instead of going to a planned destination. It is sorta like a Choose-Your-Own Adventure. If you want to take over the world - do it! If you want to rob a mini-mall — be my guest! JUST DON'T TAKE OVER MY PART OF TOWN!!! Oh yeah, cold-blooded murder is OK, too. Please pick my game, or I'll do something really drastic.

Shawn Hanby Franklinville, NJ

BILL: Calm down, Shawn! Put that lawn chair and Cheese Whiz down real slow! You don't want to make a big mistake now, do you? Look, we picked your game, OK? See, here it

is. We picked it even though it was really stupid and... Arrrgh! NO! Darn, I hate it when readers take themselves out that way! Who's got the cheese mop?

really short attention span

Hey! I thought it would be cool if they made a game with a guy who had a spear coming out of his hand! Also, a guy who is made out of lightning and... oh, never mind.

Mitch Keeler Vernon, TX

BILL: Yo. Mitch! We thought it would be cool to have a section in the mag where readers could send in game Ideas and then we could maybe send them a prize or something and then we could... ah, forget it. You know, Mitch, if you check, I'll bet that you've also forgotten some other important stuff, like how old you are, or maybe even how to breathe!

too much fun

My game is called Carpet Burn. The object of the game is to get a good running start and slide on your hands, knees, or face as fast as you can! The player with the most burns wins! Extra points go to those who no flesh and leave blood stains! Remember kids, (ouch!) don't try this (ouch!) at home!!!-(OUCH!)

Mike 'Prime Minister' Herron

Hey! You, Too, Can Win A Mystery Prize!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Mike Herron, of Toccoa, GA, but we can't get these dam handcuffs off... Write in today!!!

SATURN? 601

1. When is Toshinden coming to Saturn? 2. Is it true that Destruction Derby is coming to Satum? 3. When will Virtua Fighter 3 come out for Satum? 4. When will that Gran Chaser game be out for Satum? Michael Richerson Lebanon, KY

MIKE: 1) While Sega admits that it really didn't have the time to do it completely accurately, it did announce that Toshinden would be coming to the Saturn sometime in the Spring of '96. 2) Yes, Destruction Dertry is coming to the

Saturn, along with other Psygnosis titles like Wipeout and Discovered. 3) Expect VF3 on the Saturn at least 6 months after it hits the arcade, which it hasn't done yet. 4) Gran Chaser is called Cyber Speedway in the U.S. and has been out for quite some time. Any other questions should be directed to your mother, after all she knows best.



WHAT'S THE PLAN?

With the 16-bit market dyling out and 32-bit systems such as the Salum and PlayStation. I have to ask what is Sega's pians on the Genesis. I have heard many rumors that I hope you guys can confirm about a new Sonic game. Ultimate MK3 and a Vectorman sequet-Lalready have a Salum and I must confess, it's more than I expected. Thanks for listening and keep up this ktck-ass mao.

John Ritey Waco, TX

PATRICK Well, the truth is, the future of the Genesis is pretty dismal. There are a few games coming in the near future, including a sequel to Vectorman, but all the other good stuff, including Ultimate MK3 and a new Sonic game are being done for the Saturn. Personally, I prefer it this way. It's time to move on.

> 5000 K 1 JUSTICE SHOT

YES, WE'RE SERIOUS

I have a couple of questions that I hope you can answer for me:

Do you know if any polygon shooters like Virtua Cop will come to the PlayStation?
 When will Twisted Metal 2 come out on the PlayStation?

When will Toshinden 2 come out on the PlayStation?

4. Does Bill eat Toe Jam 24/7?

5. A few issues ago you said *Virtu*a *Cop* will be coming to the 32X. Is that true? That's it also I would like to say you guys kick serious ass

Castaic, CA

and are the best gaming mag in this world.

Clint Boutwell

PATRICK: 1. None are planned. There is a light gun game called Project: Normed Owl, but there are no polygon enemies. 2. We expect it around early fall. 3. Spring of '96.

Bill: In reference to question 4, no. However, pipe mold is almost always in season and, with its piquant bouquet and delicate taste, it's a sure-fire way to liven up any meal!

PATRICK: 5. We never said that! Sorry, but 32X development is finished.

HE WELL DO



IT CAME FROM THE GENE POND

The reason I write to you is two part. First, Great mag. Simply superior. Second, I read with great dismay and a little joy that Jeff Lundrigan will be going to Next Generation, also a great mag. Meaning someone might be moving up the corporate ladder. Creating an entry-level position, a coffee-getting, show-wiping, butk-kissing, Yes Sri, I am scum' position. I am that scum. My vocabulary is quite extensive. OK, I only know six words. Coffee, beer, videogames. I know that is only four words, but I say beer a lot. My time at GAME PLAYERS would be spent uttering my credo: "I'm not worthy. I'm not worthy." To grovel at your feet would be

AND STANKED IN THE STANKE WHEN AND THE PROPERTY OF THE STANKE WHEN

penance enough. I would be happy to write the numbers on the pages. Me count good, if I have gloves I can go all the way to 20 with my shoes on. I think I could be a medicare angle to your staff. A dumb mark view on the games. I have high scores only a five-year-old could beat. Please toss a poor dog a bone, a simple bread crumb. I long to serve.

Dennis M. Hook Cocolalla, ID

BRC Well, now that you mention it, we do need someone around here to take care of Chris's idiotic demands, so here's the deal: if you give a good foot

massage, and will run down to McDonald's in a pouring typhoon for a sausage biscuit, you can have the honored position of Chris's gofer. You gotta like wearing diapers and purple capes, though...







THERE'S THAT WORD AGAIN...

Say guys, what happened to Konami? Those guys haven't done anything great in a long time. When I viewed Castiveania IV on the Super NES, I was amazed. The graphics, sound and music were all on par. Especially the music. I wanted a Super NES badly. But when I choose a system, I stick with it. And at that time, Genesis was my choice. Anyway, I would like to see Castievania IV done on the **Usurper**. Gotta love that music!

Kevin Glass Saginaw, MI CHRIS: There's that darn word again — 'Usurper'! Where are you guys getbing it from?! Anyway, you'll be glad to hear that Konami is indeed hard at work on a brand-spankin'-new Castlevania adventure for PlayStation. I can't wait to see what the Belmonts can do with all the extra power! BILL: Calm down, Chris. I'm pretty sure that what they're really saying is 'You surfer'. I guess that all our readers think, with your goatee and all, that you're like some kinda big Kanoanoa surfer dude. Yeah, that's it... you surfer... cool, man... Of course, they could also be saying 'Blue Slurpee'.



JUST PLAIN FOLKS

I would like to compliment *GAME PLAYER5* for the great magazine. I am complimenting you on this because you don't have 'dogs reading your magazine' or 'people baking bread in the shape of Game Boys' like those other mags.

Graham Davis Milford, Mi BILL: That's absolutely right! None of that weird stuff for us! Our readers are just a normal bunch of plain, decent, wearing-underwear-on-their-heads, hamster taco-eating, fire storm-spotting, cheese-worshipping folks who believe in a 900-toot tall, three-eyed monkey. With tans like this, who needs any strange stuff?

1t a1n't asthma!

I just want you to know that I am not purposely kissing but, but I want you to know this. You guys do a great job It really frosts my glass to see people write in bickering about reviews. You do a great job and I agree with all you're the experts, not them. So, why DO you print letters trashing your reviews? It just so you can write funny responses? I love your responses, they are so funny. Well, gotta go. My nose is so far up now I can't breath. Keep up the good work!

Derek Belden Chaska, MN

BILL: Every once in a while, we print a derogative letter just to file you all up, so you'll grab those torches and farm implements and storm the castle, in search of the monster, who threatens the fives of our children, and livestock, and... uh... I think maybe it's medicine time again...

YOU

DON'T

FOR THE BIRDS

Hey, GAME PLAYERS, what's up? Yeah, I live out here in a water tower, don't know how I got here. Well, the only reason I'm alive is to get your mag. I think it's really cool. It's too bad I have to eat them after I read them. I'd sell my soul for a GAME PLAYERS magazine right now — wow! just kidding, Mr. Devil! Anyway, It's pretty cool in here... no top on the tower... can catch some rays. On great, freakin' pigeons are back — sometimes I wish this thing had a roof. I'm not sure if this water tower has an address. How do the magazines get here?

Andy Barker Lansing, MI

BILL Here at GAME PLAYERS, we employ a huge network of carrier pigeons, who are trained to deliver our mag to water towers, highway culverts, and shopping carts everywhere. We wish you guys would stop barbecuing our birds!

REALLY CHEAP

In the Oecember issue, Bill said, 'Everybody gives their favorite game a 100% rating.' *Mortal* Kombat 3 for Super NES is my

favorite game and I give it 80%. The computer is plain cheap.

Robert Gantox Greenfield, NY

BILL: You know,
you're absolutely
right! The last time me
and Super NES were out
on the town, I had to buy
all the drinks and cough up
all the cab fare! In fact, he stole
the tip I left for the waiter!

Who cares what the dame looks and I don't was incomeraters looks could pucker a built or make a person do a double look. What matters is if the game is fun, But when game makers maker charters naked thauy went to far.

Saddle Way Out There

Darn straight, Saddlef Haked charters are offensive to us all. Why, t do a double look every time I see a hog buil-puckerin' naked charter! Now, let me help you into this nice, canvas overcoat. No, the sleeves ARE supposed to be this long... see, they tie in the back!

Connections

I'm 23 and own a NES, SNES and Gameboy. I also love animation and cartooning. I'd like to hear from someone about my age.

Josee Laplante 132 Carieton.St. Corriwall, Canada K6H

I'm 15 and would like to get in touch with someone who's a real RPG fan.

A.J. McCann P.O. Box 21B Keazer Falls, ME 04047

f m 11, f own a Genesis, SNES, NES, Gameboy and a Sega CD.

> Joe Brant 18970 NW 5th Ave. Miami, FL 33169

Pm a 13 year old boy. Pm. looking for a penpai, preferably a girl around my age. Vegas Jackson 1209 59th Pekin, IL 61554

I'm looking for a B-13 year old boy that has a SNES or Sega Genesis.

Nick Campbell 4520 W. Ridge Rd. #105 Garv. IN 46408

I'm a 26 year old gamer, and I would like to be penpals with someone 20 or older. I own a 300. Satum, Jaguar, Would like to swapcodes, secrets, tartics: Robert C. Montgomery

obert C. Montgomery 1017 Prairie Av.e Mattoon, IL 61938

I'm a 20 year-old male interested in corresponding with a female 1B and older. I love Mortal Kombat II and all Sonic gantes.

Tommy Jung 4413 Via Majorca Cypress, CA 90630 I'm an 11 year old, and löve Robin comics. DC and Marvel cards. I have a Sega. Izzy Knoble 11508 NE 94th St.

Vancouver, WA 98662

I am.a 13 year old with a Gameboy. Nintendo and Super Nintendo. I plan to buy an Ultra 64 My other hobbies are comics and baskethall

> Dino Tsirkas 83-07 54th Ave. Elmhurst, NY 11373

13 year old male seeking male or female around my own age. Will respond to players of all systems.

Robert Hoover RR 1 Box A336 East Freedom, PA 16637

I'm 13 and have a Genesis. I would like a girl penpal! but I will accept all letters. Chris Bebek

1131 N. Roddy Dr. La Hubra, CA 90631

I'm a 13 yea old boy who wants any kind of tips. I want to write to girls or boys 13-16.

Kyle Reu Rt. 4, Box 392 Astoria, OR 97103

I'm a 12 year old male and want a female penpal to exchange Genesis game tips with

> Mike Bogacz 5501 Jenkins Rd. Rome, NY 13440

I'm a 21 year old male. I' like RPGs. If you would like to talk, drop me a line.

Daniel Watson 152 Balaclava St. Campbellford, Ont. KOL, 1LO Canada

Met off your @\$\$!

Write to Game Players at the following addresses: For game ideas, write to:

Game Players: 1350 Old Bayshore Highway: Suite 210; Burlingame CA 94010

To get into the Connections section, write to:

Connections;

Game Players, 1350 Old Bayshore Highway;
Suite 210, Budlingame, CA 94010

For general Network letters, write to:

Readers' Network Game Players, 1350 Old Bayshore Highway: Suite 210: Burlingame, CA 94010

Or check out our web site at: http://www.gameplayers.com

INFO TRAK

Since we couldn't get an anchorman for this intro, we've decided to cut straight to the chase and say 'And now, the news!' We'll be saying that in just a minute — just as soon as we get off our official anchorman union coffee break!

War Gods Who's afraid of the big bad gods?

when news first started leaking out about a possible 3D fighting game from the makers of *Mortal Kombat*, no one quite knew what to make of it,

but everyone was interested. Now, just a few short months later, we're starting to see what happens when you cross gore-artists Williams, with a totally 3D fighting engine. The first thing you'll notice is that the game is truly 3D. While many



of today's '3D' games are much closer to 2D fighting games, but with polygonal characters, War Gods allows you to move anywhere in the ring at any time. Of course, the jury is still out on how effective this freedom is going to be when it comes to actual gameplay, but it's nice to see someone finally trying it out so wholeheartedly. Another innovation is the use of digitized texture-maps to give the characters an ultra-realistic look. Essentially the effect is the same as in a Mortal Kombat game, but in true 3D. This is most appreciated when considering the inclusion of Kerrie Hoskins (Sonya of MK) and her glued-on outift.

At press time, War Gods is still knee-deep in development, so it's impossible to say how the finished product will stack-up against other 3D fighters, but with all its gory moves, wild characters and legions of built-in fans, we're all

expecting big things. Expect extensive followup coverage in the next few months.







profits for Williams! She plays
two characters!

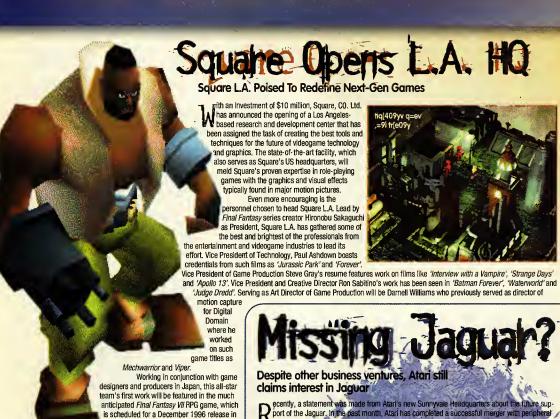
The roving comera ongles really put you smack in the middle of the action!



Dig that funky longhaired Kobuki dudet Who would worship that freak Bring back Kertil Ker-til Ker-ril Ker-ril

> This fat guy's missile attack really takes odvontage of the 3D environment!





hard drive manufacturers, JTS Technologies. The company that practically invented home video Japan, The PlayStation-based game, which games, therefore, is now more likely to be responsible for PC peripherals than videogames. According to spokesman Don Thomas, however, Atan is still pursuing game development possibilities will be called Final Fantasy IV in the US, will be released stateside in 1997. for the Jaquair: Its doubtful, due to the fact that no titles are said to be in development at the moment, that Jaguar owners will have anything new in the near future, but there is hope for diehard fans. Practically speaking, with Atan's questionable place In the games industry right now, atts unlikely that they would be able to survive much of a hiatus in software Sega prepares to introduce Internet development. Expect updates in GAME peripheral to the US market PLAYERS as the story develops. lanned for Fall release in the US, Sega has confirmed that it will be offering two separate Internet packages for use with Has the Atari Jaguar 📞

finally reached the

end af the road?

Nat according to

May 1996 GAME PLAYERS 15

Atan.

it hasn't.

the Saturn. The first will be a start-from-scratch bundle,

including a Saturn console, modern, software and an optional

keyboard. The stand-alone bundle has been promised at less

than \$500. The second package, which has been promised at .

sort of browser.

\$150-\$200, will be a peripheral offer for existing Saturn owners.

Sega has promised, at some point in the future, intermet support for the Saturn console by way of networked games and downloadable demos. In the meantime, rumors are flying about negotiations with Intermet gurus Netscape for some

M2 Kornamit? Sega Gets Cheap

Konami announces that they will be using Masushita's M2 technology for arcade games

-hough the negotiations have been less than secretive over the past few months, Konami recently announced officially that it would be using Matsushita's M2 technology to develop arcade boards and software. The technology, which was purchased from 300 earlier this year. is also being planned for a home console release by Matsushita. The 64-bit home

console is said to rival and even surpass the specs of the Nintendo 64. Konami feels as though it will be able to make good use of the technology in the arcades, as well as in the home market.

Though Konami has not released any titles yet, the first arcade games are expected by the end of the year. Konami, however, is not the only company planning to use the technology for arcade machines. Capcom, makers of the Street Fighter series, are also making plans for the M2 technology. We will bring you more on M2 development for the arcades as the information is made available.

Virtual i-O Unveils \$399 Virtual TV Headset

ow TV watchers, videogamers and movie fans alike can experience a private home theater experience via an eight-ounce headset called VTV. For only \$399 retail, the glasses provide the viewer with a sharp fullcolor image which appears larger than most home theater system televisions (comparable to a 62-inch TV screen placed 11 feet away) and with the full-stereo sound provided via built-in earphones, the media expenence is a totally immersive one.

VTV I-glasses connect to any video source including TVs, VCRs

and all major gaming platforms from Sony, Sega, and Nintendo. Imagine playing WipEout when all you can see is the track and all you can hear is the pumping soundtrack! Simply awesome!.

Other advantages of the VTV i-glasses include the peace and quiet afforded family members or roommates who may not share your enthusiasm for videogaming. And since the product is wom like eyeglasses, users can watch or play in any comfortable position they choose including on their backs, their sides, or sitting up.

In a related note, Virtual i-O is also releasing a virtual reality headset priced at \$799 for IBM compatible PCs called the VPC. The VPC i-glasses feature head tracking technology that allows the user to maneuver through virtual environments.

Virtual I-O's new VTV i-glasses allow the gamer to became completely immr of their favorite videogames. Order a pizza and cake and you may never see the light of day again!

intendo 6

Fear not, US gamers! So far, the US date hasn't changed this month

intendo has recently announced yet another delay for the release of the Nintendo 64. This time the delay will not affect the US release date of September 30, however. The Japanese release date of April 21 had been delayed until June 23. It will be possible to

famed hardware in Japan on April 21, and Nintendo expects to have some demo models in stores by the beginning of June. However, it will not be possible to purchase one until the 23rd.

While no official announcement has been made as to why another delay is necessary, it has been suggested that Nintendo is simply not able to produce enough units for the original release date. There have also been rumors of last minute software debugging, including some spit and polish work on Mario 64. Nintendo is quick to emphasize that the

Japanese delay will have no effect on the US release date of September 30th. We will, of course, continue to follow the progress of the launch

What has a 64-bit that just processor, anti-alias- doesn't want ing, mip-mapping and is impossible to

to happen.

Sega of Japan announces new streamlined Saturn hardware at cheaper price

ega of Japan has recently announced that it will be releasing a streamlined, and consequently cheaper, Saturn console in Japan on March 22. The price drop in Japan is the equivalent to about \$100 off the US model. The new price has been attributed to advanced manufacturing techniques and a streamlined hardware design. The new Saturn will have the same ultimate specs as the original, but will cost considerably less to make.

While there has been no official announcement by Sega of America for US release of the new Saturn, there was an official announcement in Japan that it would be coming to the US in the near future. If Sega was able to drop the price of the US model the same amount as the Japanese Saturn, it would make it the cheapest next generation console on the market, beating even the Nintendo 64 when it is released later this year.

Sega drops Indy 500 from Saturn development schedule in lieu of possible Daytona Remix.

fter this past Christmas, no one is doubting Sega's ability A to port its avesome Model 2 arcade games to the Saturn. The news, therefore, that Sega has dropped *Indy* 500 from its list of upcoming ports to the Saturn is perticularly sad to anyone familiar with this great arcade racer. According to sources at Sega, the door has been left open for Indy 600° to return to the development schedule, but it simply doesn't fit time-wise right now. What's not so sad, however, is the growing rumor of some sort of Daytona Remix that's in the works to make up for the less than stellar version offered at Satury.

U.S. launch. While Sega will not comment officially about the project, it has been proposed that Daytona Remix would not only include improved versions (graphics and frame rate) of earlier tracks, but new tracks as well." Also in Sega's future plans are a 30 Sonic game

for Saturn, an awesome-looking action game from Yuji Naka, the creator of Sonic, called Nights, and arcade ports of Virtual-On, Manx T.T., Virtua Cop 2, and the incomparable Fighting Vipers. Looks like Saturn owners are in store for yet another exciting Fall and Winter.



Racing fans warld-wide will surely miss the presence of Indy 500 an the Saturn, it would have been awesome.





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ANNOUNCER
PLAYER STATS





GAME GOSSIP.

There's a little fat, old, nosey fishwife in all of us. We can prove that. If your pulse races at the thought of fresh, hot gossip, you definitely have fishwife potential!

hat's in a name? Well, a lot, if your name is Neverhood, the development group founded by former Shiny Entertainment staffers Doug TanNapel and Mike Dietz. Supposedly the name is a jab at a brotherhood pact they had with David Perry at Shiny, Both are rumored to have left Shiny under disagreeable circumstances. • After rumors that the Interplay/Shiny relationship was on shaky ground, Shiny's own prez, David Perry set the record straight for GAME PLAYERS, 'Interplay are great to work with and the relationship couldn't be going smoother.' Dn the relationship with Earthworm Jim creator Doug TanNapel, 'I and Doug talk almost every week, we're still

good friends.' And on games in development, 'Well let's just say we've got some very cool stuff planned. We dug and little deeper and found out from another source that Shiny's hot new PC CD RDM game, MDK (Murder, Death, Kill) might find its way to the PlayStation, Saturn and M2 formats. The game is about 5D% done and is expected to be a far cry from Shiny's standard platform formula. . Also in development at Shiny is a game called Wild 9's, which uses what one source calls 'An entirely new engine.' However, these same sources say if you had to compare it with something it would be very much like Alone in the Dark or Resident Evil. The game is about 1D% complete and is expected by the 1st quarter of '97. Both games are expected to cause the same buzz that Earthworm Jim helped generate. Wild 9's is currently being shopped around the cartoon circuit in Hollywood and is also rumored to already have a toy line in development. We can't wait...



ega is said to be repackaging the Game Gear as the Kids Gear, with the hardware supposedly dropping to a paltry 59 bucks. • Beginning in April, 3DD will no longer support M2 developers. That from a source close to 3DD who claims Matshushita has yet to give any indication as to how it will proceed with the M2 technology. • Nintendo has a 32-bit portable color handheld in development that will supposedly retail for 1DD-15D bucks. Will it play Super NES games? Nobody knows... Super Mario Kart, one of the greatest two-player games of all time, has finally come to the XBAND game network. Players can challenge friends over the phone line in both Battle Mode and Racing Mode. Now if we can only talk them into Bomber Man! In development from Black Ops, the same team that brought you Agile Warrior, comes Agile Warrior 2 and Treasures of the Deep. Bomberman 4 is coming to Super Famicom, indications are that it will make its way to the US. • Mega Man X³ will be coming to the PlayStation, Saturn and 3D0 formats. . King of Fighters will make its way to the Saturn on a cart and CD set that SNK plans to bring to the US in August. See ya back here in thirty!



y the time you read this, they may be all gone but, if you're lucky, you still might be able to grab one at your local Blockbuster Video. What are they? Well, they're Virtual Boys! Selected Blockbuster Video stores have been selling used rental units for an unheard of price of \$29.95! Normally the units sell for \$15D, and

although there's just a handful of software available for the systems, they are expected to become a highly sought-after collector's item. Rumors have circulated that Nintendo will attempt to relaunch the systems in April, although due to poor third party software support it seems unlikely. So run, don't . walk, to your local ,.. Blockbuster and get a

steal of a deal on a Virtual Boy!

Low, in addition to the rumors that continue to plague Ninterdo's 64-bit monster, comes the rumor that the machine will miss this Christmas. The reason? As one source puts it, Nothing is ready and even the first party stuff isn't finished. Wario and Kirdy are further along, but even they have serious problems. In addition to the lack of good Nintendo launch. titles, third parties argue that they'll have to sell close to 500,000 units per title to even make a profit. Nintendo has been very selective and secretive about the third parties and developers a profit. Numerous has been very selective and secretive about the brind parties and developers it chooses the work with, and our source claims. Their stuff is further along than anybody, and they've got some damn good-looking games. Watch for Nirriendo to make an earth-shattering announcement at E3, while Williams will showcase a Nintendo 64 Casino title. While Namoo and

Williams are already releasing Classic Arcade packs for the PlayStatio we make a plea to Nintendo to bring back some of our great arcade favorites like Popeve. Donkey Kong and Mario Brothers. These cool games would make a great Nintendo 64 pack-in bonus! Hint, hint!

150 North Hill Drive Brisbane, CA 94005



EXCLUSIVE! Subscriber's newsletter

BEDOUT!

1996 ACME ARCADE SHOW

ou might think that a free trip to Orlando to play all the latest arcade games may sound like heaven, but actually... well, it was a lot like heaven. There were

games to left of me and girls to the right, there I was stuck in the middle of pure unadulterated (ok, maybe it was adulterated) joy. The two games that drew the most praise were Virtua Fighter 3 and War Gods (Williams new 3D bloodfest). Konami's Wave Racer and Midnight Run, Capcom's Street Fighter Alpha 2, Tecmo's Dead Or Alive, Namco's Tokyo Wars, Sega's Gunblade N.Y. and Sonic Fighter, as well as a host of crazy redemption games made the show a complete sucess. There simply wasn't enough time to get to all of these games, but you can bet I tried. The biggest gossip at the show was Sony getting into the arcade business. Sony sent its VP Bernie Stohler and a host of Japanese developers to the show, and in talking with Stohler he said the arcades are definitely in Sony's future. Check out next issue for the full story.



Mike's 🕮

Top-Ten Attractions at the ACME Show

- **10.** Crabby Bill's deadly oysters.
- 9. Midnight Run (Konami)
- New definition for Wet Naps (don't ask)
- 7. Tokyo Wars (Namco)
- 6. Time Crisis (still great, Namco)
- 5. War Gods (Williams)
- 4. Street Fighter Alpha 2 (Capcom)
- 3. Virtua Fighter 3 (Sega)
- 2. The Acclaim girls, mmmm...
- 1. Drinking at Disney!

* NOTE: Mike doesn't actually say 'Hey, Ya'.

THE DES

HAVE SPOKEN

After Virtua Fighter 3, the secand-biggest attraction at the ACME shaw was easily William's much-anticipated War Gods.



Recognize this little lady? Yep, that's Kemi Haskins (Sanya Blade af *MK3* fame) under all that leather.



The action in War Gods is perhaps mare 3D than in any other fighting game ta date. Time will tell if the extra freedam of mavement helps ar hurts the gameplay.



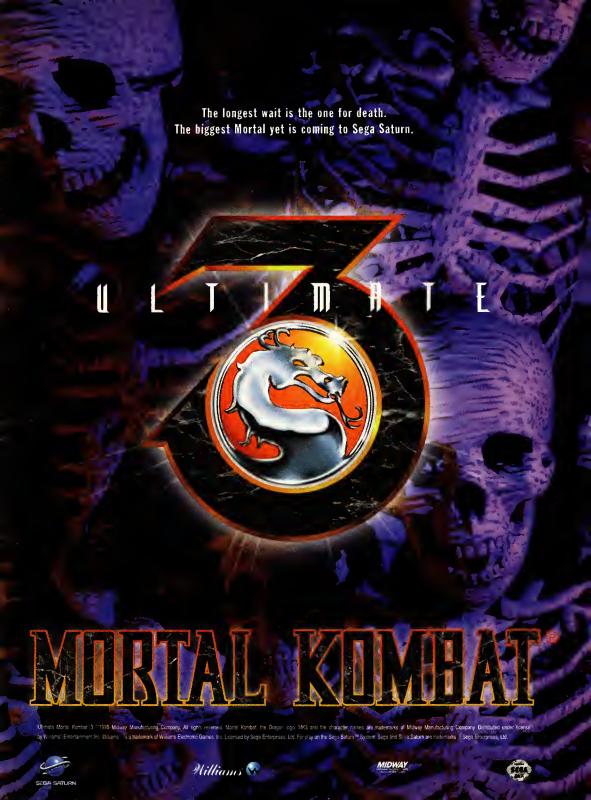
DO THE DANCE











HIT LISTS..

Send in the title of your favorite game to the EAME PLAYERS website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like Mark Whitehead, of Canton, OH! His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!



WRITE

Saturn

Sega

Tag

AND

WIN

PlayStation

EA

A

GAMEI

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game sys-

tem you own! Send your postcard to: Write Yer Own Darn List!, GAME PLAYERS, 150 North Hill Drive, Brisbane, CA, 94005. We'll do all the math and publish your compiled list every month! So get on it and write yer own dam list!



Speed isn't all you'll need.

PALT

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.



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THURST

For anyone not vet familiar with the ways of the Internet and Web surfing, here's a quick lesson: You can find anything on the net and it's really cool as long

as you don't mind being part of the geekiest movement to hit modem society since videogames. Our decision to cover some of the best gnime sites in our Web Stuff column this month is one that should, no doubt, be a thrill to all you Manga fans out there. There is, after all, no better way to get free anime images, release schedules and general information about the industry and those involved in it. Hell, you might even find a great anime club to join through some of the sites listed below. At very, very least you'll get to download some cool anime art for your computer.

ey, if you were thinking that it would be fun to belong to an anime club, but you haven't been able to find enough people in your town to help you enjoy your interest in Anime, maybe it's time to check out Project Z Anime Club (PZAC): A cyber-club, PZAC offers all the anime information you can handle, presented by people with the same kind of fanaticism about the



Project Z subject is a cool as you. One feacyber-club ture for anyone

offered here that interested is pretty in the field tough to of onime. find else-

0 0 0 5 8 0 2

where is the live chat room. Being able to communicate directly with other fans really enhances the club-like atmosphere of this site.

Club

The Anime Pages is a great general informa-tion site including tons of useful links.

his is your number one source for anime information on the Internet. If you can't find it here, then you probably don't need to know about it. From art to retailers, The Anime & Manga

Resource List is little more than a giant list of anime links. Probably the best aspect of this particular site is the well-organized presentation. If you're looking for anime clubs, you can head straight to club pages, or if you're just trying to find some cool images to decorate your computer screen, then you can head right to the gallery sub-section and, soon enough, you'll be perusing some of the best gallery sites on the net.



here do you go to buy anime items on the net? AnimEigo is a pretty good start. From laser-disc it all. The thumbnail option (one of the better thumbnail

movies to high quality art, this site pretty much has options because of the relatively low load time and large

e Anime Pages, Much like the Anime & Manga source List, this site is more of a listing of links that

site Anothe feature that is cool about the Anime Pages site is the listing of sound files. Impress your friends, collect them all!

The Harvard Anime Society Homepage is sleek and easy to use. Who knew?

It may not look like much, but the Anime & Mongo Resource List does its job very, very well.

images) allows you to look at movie posters and the like for an enticing little store-front atmosphere. There is also quite a bit of general anime news and information offered on the AnimEigo site, making it a nice all-around place to visit when you're in a

buying mood, or if you're just browsing.

The thumbnoil option ows easy browsing ough Animeigo's extensive list of Anime titles



he next time someone tells you anime is a less-than-dignified way to spend your time, ask them if they would give the same advice to a student at Harvard University. I guess it's a sign of the times, but Anime is finally being elevated to

the level of high art. Subscribe to their email list, if you like, and get all the information on the club's showings and general dealings. If the club is half as well-organized as the web page, it's sure to be pretty good.



ise, but

there are

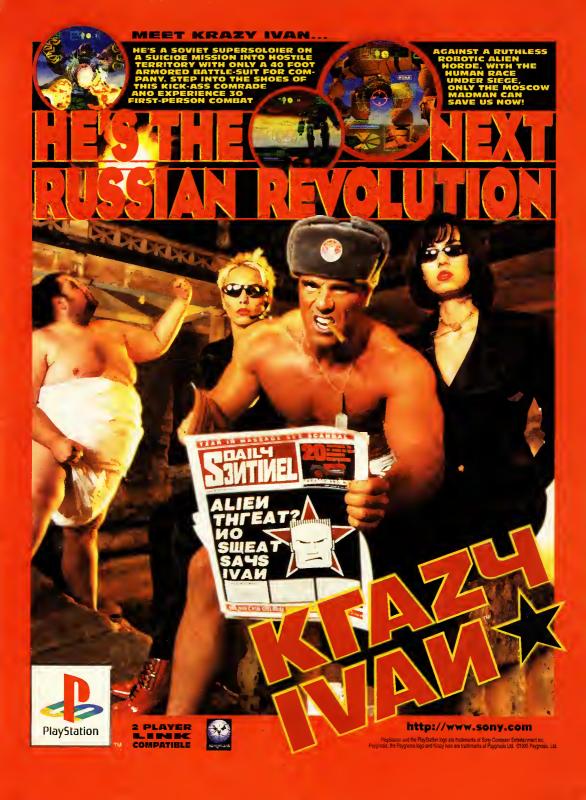
files, plcs and

on the actual

The Gallery of Cute ow could --

writing about a site like this? The title pretty much sums it up - a gallery of cute anime characters filled with all your favorites, and some you've probably never heard of. This site is for all you fans If little girls dressed in tiger with big hearts that melt at the sight of a big costumes is your thing, this is toothy smile or little girls in tiger suits. the place for you.





IN RELATED NEWS...

It's been done with comic book series, puppets and cartoon characters, and now videa games are being tumed into major motion pictures as well. This month's In Related News is dedicated to the art of tuming a successful videa game into a live-action movie. The ball started rolling with Street Fighter the Movie just a few short years ago and, though most would agree that

the box office. Then came the mega-successful Mortal Kombat movie and again the public showed their approval with big dollars. Now as we near the summer movie rush, we are facing quite an impressive line-up of game to movie prospects, including a sequel to Mortal Kombat. With the sheer number of releases due this year, it's certain at very least that the movie studios are taking the gaming industry very seriously. Now, if we can just get a few good movies out of them, we'll be in great shape.

Mortal Movies

rom. Threshold Entertainment, m is of the original mortal Kombat movie; comes the announcement of several new games to movies projects. Topping the list is the müch anticipated sequel to the Mortal Kombat movie. While this sequel is too early in development to really talk about just yet, it is, in fact, in development. So, for anyone still brooding over the cliffhanger ending of the first Mortal Kombat.

the movie just wasn't that good, it did quite well at

orprient. So, for anyone still brooking over the cliffnanger ending of the first Mortal Kombat movie, rest assured their are answers coming. In the mean time be sure to check out the video release of Mortal Kombat. The Journey Regins. Featuring state of the art animation, Threshold is eager to support the Mortal Kombat license in a quality manner. Look for the sequel to Mortal Kombat movie to be released about the same time Mortal Kombat 4 hits the arcades.

Big-Screen Bound

Iso from Threshold Entertainment comes news of an agreement to make a feature film based on Trilobyte's *7th Guest* and its sequel *11th Hour.* The two titles take place in haunted mansions and employ dynamic visual effects combined with twisted story elements. Both CD-ROM titles were major success stories in the PC market and are

in the PC market and are rumored to be on their way to consoles like the Saturn and PlayStation. The game's dark and spooky themes combined with state-of-the-art visual effects are sure to be a powerful starting point for movie makers and their Hollywood magic.

With its dark and moody look, 7th Guest shauld make for ane scary-as-hell mave. Mortal Kombat II — the
Mavie will certainly
answer all the questions
that the original left
us wondering.

The news on this one is still in the rumor stage, however, it is certain that a live action Akira movie is in the works here in the States. There has been very little secured so far. Rumors of involvement from no nonlong Felward B. Brassom

Rumors of involvement from producer Edward R. Pressman (Conan, Judge Dredd, City Hall) are fairly certain and a list of possible directors includes Marko Brambilla (Demolition Man). While the Akira series originated as Japanese animation from creator Katsuhiro Otomo, the movie being proposed now will be live action and will feature Western actors. The Idea is to broaden the appeal of the Akira phenomena with a western audience. There is also the possibility of a corresponding video game, but Otomo is extremely protective of his character and the game would have to be awesome. More details to come.

M portion

A. S. M. Car J. M.

We're all Doome the DOOM novels in Related News and, while they may have been some of the worst 'literature' ever created, it seems as though the movement is far from over. From the producer of Terry Gilliam's 12 Monkeys, -DOOM — the movie, is sure to feature all the dark and gory goodness of the game series. While there aren't too many details being made known about this future nightmare, it is certain that the walls won't get all pixelated when the actors get too close to them. Who knows what to expect from this one? Let's hope

DODM - the Movie is better

thon the novels.

ctually inspired by the Nike commercial in which Michael Jordan plays basket ball with the Looney Tunes

characters, Space Jam is simultaneously being developed for the silver screen with the assistance of movie mogul, Ivan Reitman (Ghostbusters) and for the videogame market by Acclaim. As you may remember, Acclaim was already responsible for publishing Looney Tunes Basketball, a game

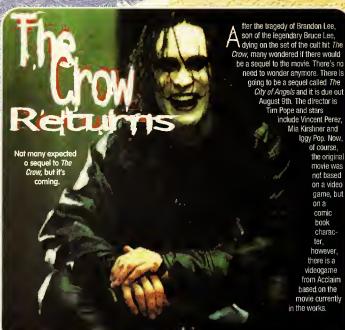
which resembles the famous commercial quite closely. Though the game and movie are still very early in development, we can expect the two release dates to be very close.

ased on the immensely popular

enture series, Zork The Movie will have to be pretty good to live up to its reputation.

ased on Activision's classic PC adventure series, Zork, Threshold Entertainment has committed to creating a major motion picture to match the efforts of the PC titles. Zork, a weird and intricately detailed fantasy world, is sure to translate well to the big screen. With a company of Threshold's stature, we can be sure the movie will maintain the same level of quality. as the games. There are also plans to translate Zork into a live action television series. It is not yet certain which will come first.





ULTIMAT KOMBA Williams Entertainment for Saturn s one of the most highly anticipated releases of 1996, Ultimate Mortal Kombat 3 brings all the goodness of the arcade favorite to the home. It comes as somewhat of a

surprise (and a coup for Sega) that the game is being ported exclusively to the Satum, since the first Mortal Kombat 3 game was a PlayStation exclusive. PlayStation owners must now settle for the news that a new, but different, MK3 game is in the works for a holiday release.

Although UMK3 is still a 2D fighter, that won't phase its legion of fans. What Mortal Kombat fans will focus on is the return of Kitana, Jade, Scorpion and Reptile, four favorite characters from previous Mortal Kombat games. All of the UMK3 characters possess their original moves plus a wide range of new ones including new Friendships, Fatalities and Babalities. In addition to the 16 standard characters, there are also several hidden characters.

Another highlight of UMK3 is the extensive new artwork including four all new battlegrounds: Desert, Cavem, Hell, and Waterfront scenes. The backgrounds bring exciting new play

Hev! That's Cheatin'!



UMK3 lacks the pure fighting style and the 3D environment of Virtua Fighter, but that won't matter a lick to Mortal Kombat fons - they'll use every trick in the book to spill some blood.

scenarios to the game. But perhaps the most interesting feature is the selective finale that allows the player to determine how the game ends

As these early screen shots show, the Saturn seems to be handling the graphics of the game at least as well as the PlayStation. UMK3 for the Saturn is scheduled for a second quarter release, so we should have a reviewable copy in pretty soon.

More than Meets the Eye



Immortality?

Sure, there's new backgrounds, hidden characters, and the return of some MK all time favorite characters, but can

UMK3 thrive in a world filled with 3D polygon fighters? If you ask MK fans, it's a resounding Yes!





Once again, hidden things look to play a big part in the sucss of UMK3.

ers will add to the replay value of the game. And if that's not enough, how about team play?

Next Generation @\$\$ Kickin'

The Saturn seems to have no problem transferring the

arcade experience into the Outworld homes of MK tans. prepare to kick some serious booty.



FORMULR hev were starting to be

known as the game developers formerly known as Psygnosis, but with its departure from mother Sony's arms, Psygnosis is once again Psygnosis. And no matter what you call it, Psygnosis has been the prize PlayStation developer, with hits like Wipeout and Destruction Derby. Formula One is the next big title from the Liverpool-based developers. F1 has the complete Formula One license,

which means that every driver from every team competes on every single Formula One track. Even the buildings behind the Monte Carlo track are perfectly placed. Throw in the commentating of Murray Walker (basically, the voice of Formula One Racing) and you have a great sim. However, not many Americans really care about Formula One racing. We assure you that doesn't matter, because F-1 is much more than a sim. The racing is fast, smooth, and competitive with several views and some gorgeous tracks.

Just racing around the many tracks in arcade mode is a total blast, but once you start to learn the nuances of Formula One racing, this game gets even better. Playing through a full-season gives F-1 a distinct advantage over other racers in pure replay value. The inclusion of 17 different tracks adds even more to the total

replay value.

When we raced this one around, we were awed by the combination of graphics, speed, sound, realism, and pure gameplay. If this game came out now (several

months before it's complete) it would be great! We can hardly wait to see what else they can do. Psygnosis for PlayStation







Several views allow you to race how you like. Some of them don't work well for racing, but they sure do look good.



o You need to approach The turn by taking the

which adds to the strategy.

tracks and a sedson F-1 may get old









HILL

can be said that

cate and just

plain cool-

ithout hesitation, it Tomb Raider from Euro-developer Core, is shaping up to be one of the coolest games on the 32-bit platforms to date. What's so cool about

US Gold for Saturn & PlayStation

the game? Well, we can start with the fact that the game's hero is actually an awesome heroine named Lara. Let's just say that even without the two-handed pistol action, you'd probably be eager to do anything she says. looking tombs with lots of secret passages, traps and Once you've come to terms with Lara, then you can start thinking about how cool it would be to have total freedom to explore giant, intri-

items a la Indiana Jones. Of course, running Lara around these enormous levels wouldn't be much fun if you didn't have anything upon which to use her dual pistols. Therefore, there are plenty of real 3D enemies (not the paper-thin enemies of games like DOOM), including bears, wolves, snakes etc. Once you've managed to control your excitement over the big picture elements like Lara, the awesome environment and the threat of being attacked by huge 3D bears, then it's time to start checking out the beauty of the details.

The use of true light-sourcing in both the

Satum and PlayStation versions give the

environment is

enough to get excited over.

game that extra sense of realism that takes this title to a new level of quality. Another aspect

of the game that could make this game a top-notch contender for game of the year is the story. While an intricate storyline is currently being worked out for the game, there is already the promise of plenty of adventure-style puzzle solving, combined with the awesome action. In the end, no matter how great this early effort ends up being, it's almost enough right now just to see Lara pull out her dual pistols and aim them in the direction of mul-

tiple approaching bears. Look for more as soon as we can get our hands on it. Awesome!



Both the Saturn and **PlayStation** versions display dramatic light-sourcing.



The immensity of the

Better Lookin' Than Indy Jones!

Exploration is a





Blastina our way through nature's

beauty is a necessary evil.

e've been following this one for quite some time in the Japanese press and, now that we've finally been able to get our hands on it, we can say for sure that it's been worth the wait. Full 3D mech-combat in a multitude of environments is a good start for explaining this title. Now that you've got the basic idea, add multiple weapon choices, various weather conditions, intricate mission objectives, night fighting, extremely fast-moving action and, most of all, flying abilities. Essentially, this game has everything you'd hope for in a mech battle game.

Probably the most impressive aspect of gameplay is the flying capability of your mech. Lasting five to ten seconds at a time, you can use your jets to both hover and move high above the ground while targeting enemies below. Extremely user-friendly controls easily accommodate a large field of vision. In short, you can both look and .

target in any direction at a moment's notice. Another aspect of the game that becomes more and more impressive as you spend

Sega for Saturn

maybe on the first mission you can run right up to an enemy and blast away, but by the time you reach the third mission, enemies are hiding behind trees, stalking you from behind and hitting you from above. Learning how to track down and destroy the many enemy mechs is a definite

art. A must-have for all

Satum-owning action

fans, Iron Rain is

gaming on

every level.

top-notch

Taking out air targets is just another one of your responsibilities as a mech-warrior.



artificial intelligence. Sure, The night level is especially spooky when the lead starts flying

more time with the

game is the enemy's

1.1133/7-0026 0091

Learning to call upon the strength of your varied arsenal is an important part of mastering Iron Rain.

Tracking down and destroying mech enemies becomes more challenging with each level.

Who Cares About The Weather?

The various weather conditions have a ne. The fog is a











he makers of Power Instinct, a 2D Street Fighter clone, have gone into the third dimension in an attempt to latch on to the

polygon brawler. The characters are real solid, as are the backgrounds, but **Atlus for Arcade** the movements just aren't as smooth as a VF2. This game is still real early, so we do have hope that Sol Power could be a great game. One problem with the game right now is that the characters are either clones of other fighting characters or just plain ludicrous. Still, if the fighting is smooth, that won't matter much.

We look forward to playing this one and will let you

know when we do. Check the arcade pages for more on this brawler.



If this character isn't a complete Akira rip-off, then I'm not sure what is.





The rest of these characters look solid, but even the big furry ones seem to lack character.

Fist Fight, Anyone?

The fighting looks a











ow hear this: Baku Baku. Engrave those words in your mind,

Baku Baku Sega for Saturn

Oh! It's So Cute!

because if the reaction of our office is any indication, this game could totally enslave the human race and cease any semblance of productivity for mankind. Want to stop a war? This is your game.

We know, we know --- It's just a puzzle game! But not since Tetris has a tsunami of puzzle game fever so thoroughly deluged our office. In *Baku Baku*, players line up pandas, monkeys, rabbits and

dogs with their favorite foods. Every time an animal munches away, it clears your screen and pushes your opponent towards defeat. As ridiculous as it may sound, this cutesy puzzle game grabs an insidious hold over you. Trust us, you will become

addicted to this title. Torment A Friend

The game really comes to life when you play a human opponent and send him a deluge of animals and food. Of course, being able to escape defeat at the last possible moment is what separates Baku Baku from the crowd.



おちびちゃん、 またかんばってたの? (おけいこモード参照)

Yes, it looks like a million other puzzle games, and what's worse, it is really cute. But despite it's 'ick' factor, you will not be able to put it down once



This giant 3D map is a necessary element for success in this game.

We don't know what the hell that is either, but it's good that it can be killed.



good fighter. Shokendo still possesses an interesting bunch of characters and the inclusion of a power-up meter adds to the game-Feel the Power!

play. A more in-depth appraisal will reveal whether the gameplay balance earns a place of honor in the fighting game arena.

> A power-up meter lets yau charge up to deliver a powerful special attack against your opponent.

Nat too anginol, but it is a nice touch.







Accolade for PlayStation

time when all it took to make a successful 3D video game was a firstperson POV, a floating gun, and lots of corridors. Of course, fifty clones later, it's going to take a little more and that's exactly what PO'ed is prepared to offer. With enormously intricate levels, bizarre enemies at every turn and the ability to move in all six directions, this is definitely not your average 3D adventure. If you love DOOM-style games, then you're in for a real treat. If you've never developed a taste for them, then you may just find PO'ed a welcome variation.

here was a





Man! Just look at the body count! This is just the type of game that horrfiles parents and politicians alike. If the game-play holds up, we just may be witnessing a new low in civilization and a new high in videogame development.

Blood Donation Time!

Panzer

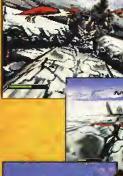
an, it's hard to even

believe how far this game has come from its inception. Sure, we all expected a great-looking shooter like the original *Panzer Dragoon*, but Sega really went beyond the call of duty on this one. With new levels, like the snow level, and lots of new paths to explore, this game just keeps getting better every time we see it. Look for a complete review next month!

Some of the artwork in the later



stages is simply not to be believed.



With scenes like these, it's hard not to be excited about seeing the final version of this monstrous game.

It's not just a job...



A game of utter destruction just warms our hearts. Like we always say, "If it don't bleed, blow it up!"

More Power, More Power!







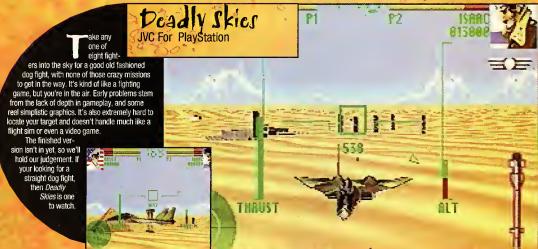
Impact Racing JVC for PlayStation

freeway, it's not as dangerous. You're armed with lasers, mines, missiles, and walls of fire, as you race against the clock, trying to destroy as many cars as possible before you finish the track. It's not racing in the traditional sense, since it doesn't matter what place you finish. You just need to make it to all the checkpoints and destroy as much as possible.

The game moves real quick, but the three simplistic tracks

don't compare with the likes of Wipeout and Ridge Racer. The combat is defigraphically, but they nitely interesting, but this nove real for could be a game for only certain people, who like more combat than racing.

> The purpose of this game isn't to win, but to destroy all the other cars an the road.



The planes look real nice, but the backgrounds are booocoring.

Just you and the enemy in a dog fight to the death. Sound fun? Then watch for the review next issue.

Ganymede Rocket Science for PlayStation

till extremely early in development, Ganymede is a promising space shooter game with a likable twist. Operating a heavily-armed frictionless sled will undoubtedly take some getting used to, but therein lies the fun. Sliding around the rugged surfaces of the moon and various other planets is a seriously wild ride, combined with plenty of fierce shooting action. Developers at Rocket Science promise us unique environments and lightning sharp AI, making for an all-around exciting gaming experience.



tough

Aquanaut's Holiday

Sony for PlayStation

one to talk attout in a games magazine since, for all intensive purposes, it's not a game. Aquanaut's Holiday (AH) is an explorative adventure under the sea with plenty to see and experience, but there is no ultimate goal that would transform the experience into a game. There is no doubt that AH is a relaxing, enjoyable time-killer with lots of hidden stuff to find, including such notables as the Great Wall of China (go figure). There is plenty of fun to the had, that it's non-tradi-tional video game fun. If you've dreamed of exploring shipwrecks, interacting with sea life or just plain swim-

ming around underwater for a really long time, AH is the sim for you.



That's right, you're swimming under water, and

there's

some fish over there. Go check them out.



game, go explore.

Death. Destruction and Demons Devil Summoner Atlus Software for Saturn

Ithough we've only got a version of this game, it is already whetting our appetites for this

supernatural thriller that puts a twist on the traditional RPG format. Starting out as a Tokyo college student, the main character's soul is soon transported into the body of a special private detective known as a 'Devil Summoner. The goal is defeat various demons encountered throughout the game as you explore Tokyo, while solving supernatural phenomena, and ultimately returning your soul to your body which lies in a coma-like state in the local hospital

Game exploration is done in the first person perspective, while maps are viewed in the third person. Gameplay is comprised of interaction with other characters, collecting money, upgrading your inventory and engaging in battle with creatures. A

unique feature of the game is that your interaction with monsters determines their reaction. Monsters may also be combined to form new monsters, with the game boasting over 200 different available monster combinations.

Right from the opening intro sequence you know that this is going to be unlike ony RPG experi

ence you've ever had. No more short, fat, round headed guys searching for gold coins. There's definitely some-thing strange ond chilling going on here...

Trust No One



Though there isn't ony ground breaking advance in the gameplay, it does seem storyintensive, which is good. At least there oppears to be some variety in the control interface.

These artist renditions of Rocket Jockey w should be dose to the nal product.

Rocket Jackey
Rocket Science for PlayStation

•hough Rocket Jockey is still too early to get a good idea of what the

game will look like, Rocket Science has spent a great deal of time working on the gameplay. The concept is pretty damned exciting. Riding atop a rocket-powered cycle, equipped with tether cables and various weapons Rocket Jockey pits you against a cast of other jockeys in this fast-paced future sport. Look for more details in the upcoming months.

THE DINOSAUR

Acclaim for Nintendo 64

espite the delays that plague the release of the Nintendo 64, progress is being made on the software being developed for it. As some of the first shots available from a third party

developer, Acclaim's Turok: The Dinosaur Hunter seems to indicate that once Nintendo 64 is available, it will have been well worth the wait.

Although these shots were taken from a videotape of animation tests for the game, you can't help but think that, if the game control is as good as the visuals, Acclaim will have a definite winner here. The jungle environment is simply awesome, with eye-popping temples hidden within gorgeous tropical vegetation. The dense mist shrouding the jungle arena provides an air of mystery, as well as a cloak for the many enemies lurking within. Beyond the exquisite graphics, one of the most impressive aspects of Turok is the character animation. From the

beasts, movement seems smooth and utterly realistic.
Of course, all the great animation and graphics won't amount to much if the gameplay doesn't live up to its potential. This is certainly a valid concern, considering Acclaim's past efforts. But rarely has such an early look at a product impressed us as much as *Turok*. It's just another morsel that keeps our mouths watering for a Nintendo 64.

Howdy Neighbors!

From the giant Preying Mantis, to the T-Rex, to the Raptors; all sorts of vicious, blood-thirsty creatures seem to inhabit Turok. You'd better hope that they decided to become vegetarians! (That way, they'll just eat Patrick!)



Club Shred



Though all we've seen are scenes from the jungle, you can't help but be impressed with the foreboding temples, the dense, vibrant plant life, and the threatening jungle mist. Did you hear something snap?

Predators Paradise



Awesome Animation

human characters to the menagene of hungry

The high-point of *Turak* seems to be in its superb character animation. Everything from dinosaurs, to battle mechs, to humans moves with a smoothness and authenticity that takes the breath away. Take a look at this animation of a













person being thrown into the air. I can feel his pain!



release of Arc The Lad, our Japanese counterparts are about to be treated to the sequel. Graphically, there seems to be a pretty dramatic step-up when compared to the original. While the game maintains its cartoony look, if these pictures are any indication of the rest of the game, it will be more sophisticated. Beyond the graphics, we can only hope that there is more emphasis placed on the storyline than in the original. While the fighting engine in Arc the Lad's pretty enjoyable, it would be nice if the sequel is all title less fighting and a little more exploring. Either way, there's a reason why the first game was so hugely popular in Japan. We can be sure the sequel will differ even more of what made the first one so good. In the mean time, it will be up to the US market to make up its mind about the first installment in this new series for the PlayStation. Don't look for this one to come to the States anytime soon, but with Sony's commitment to the series, we can be sure to see it here eventually.



It's good to see that some elements, like the zeppelin, have managed to survive from the original.





World Heroes Perfect

Taking advantage of the Satum's graphical prowess, World Heroes Perfect looks better than ever. rom SNK (Neo Geo), the masters of the 2D fighter, comes one of their most popular brawlers ever for the Saturn. With a graphi-

cal shot in the arm, this looks like it's going to be a pretty good game, and will, no doubt, make Saturn-owning SNK fans very happy. All signs point to this one coming to the States pretty soon.

Fans of SNK 2D fighters are sure to be pleased with this first-rate translation of World Heroes Perfect.



If the gameplay matches these graphics, we should have a hot game on our hands.

Return To Zork

Activision for Saturn

A sequed to one of the most popular adventure series of all time.

Return to Zork from Activision bas made its way to the Saturn. While the original Zork game was text-based, Return To Zork has come a long way in graphic detail.

By intermingling FMV sequences with 3D environments, *Return To Zork* transports, the player into another world in a more in-depth manner than most any other adventure game. It's pretty certain that Activision will be bringing this title to the US at some point, though there are no defunte plans to do so at the moment. Certainly, though, there are enough *Zork* lans here in the

onigh, there are enough Zork lans here in the Slates to ment bringing this tille over and, Irom the looks of these shots, it is an exciting prospect for the Saturn library. With its simplistic and somewhat traditional interface, there should be no problem translating the game controls from PC to console,



By using digitized charocters to tell the story, Return To Zork achieves a new level of realism.

Hyper Reverthian Technosoft for Saturn

his one is very early, but trom what we've seen, it could turn out to be a pretly cool game. The genre, as near as we can figure, is one-on-one mech fighting. With the looks of some of these characters, there should be some interesting battles. Look for this Saturn title in future issues as the details start to come in.

The fully 3D environments are peppered with occasional abjects, but for the most part it seems to be apen terrain.



Treasure Hunter G

Square Soft for Super Famicom

ollowing in the lootsteps of SquareSoft with Mario RPG, the makers of Treasure Hunter G for the Super Famicom have chosen to use rendered characters and environments to give this new RPG a more realistic flare. Of course, the characters are still super-deformed, but we wouldn't want them any other way. From what we can fell, this one has almost an Indiana Jones theme to it. There are lots of little rendered artifacts to find and plenty of dark and scary caverns to explore in search of the arti-

facts. And did we mention, there

seems to be a monkey in your party --- what a freat. Look for more details on this one as the game gets closer to being finished. As for now, if you're still playing Super NES RPGs this one is definitely a title you'll want to keep an eye on.

With settings like pyromids and caverns, we can anly guess what kind of storyline to expect.

Even without an isometric perspective, Treasure Hunter G is highly reminiscent of Mario RPG in graphic style.



We don't exactly know what's going on here, but we're positive it's all revolving around the monkey in some way.

> It's easy to it is from this vast landscape, that Square has created yet

All signs point to a traditional fighting system for this RPG.

Gotha Koei for Saturn

his sequel to a great air combat sim has a pretty good chance of being overlooked for US distribution, as was the original. The ironic part being that Gotha II was actually developed by Koei, an American company. Perhaps with the positive response to the first game in Japan and a favorable response to

the sequel there is a chance this great game will make it to the States in some form or fashion. If you're a sim fan, keep your tingers crossed for this one.

Using full 3D models for battles, Golfra II may look like a really hot action game, but it's not.

> If the sequel is as good as the first, strategy/sim fans should be excited over this one.



Albert Odyssey: Legend of Eldean Sunsoft for Saturn

rom SunSoft comes a new RPG for the Saturn called Albert Odyssey. From what we've seen so far, the graphics alone make this title worth checking into. Of course, in the end, it will have to have a really great story to be considered a great RPG, but there's certainly nothing wrong with looking this good at the same time. We'll keep a close eye on this one for you as the development progresses. Using a traditional battle style, oldschool RPG fans should feel right at home with this game. With cool 3D graphics like these, you'll appreciate the advancements in some 32-bit RPGs. Hopefully the story will match the graphics in sheer quality.

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Alexander South Simply AMAZING

OUR EXCLUSIVE REPORT TELLS YOU WHY.

ey, if you know enything shout the videogeme industry, then you know that the arcades ere where sli of the next end best technology end games are developed. Twice e year, the ercade makers heve events to enowcese their letest gemee. This time, the enow wes the ACME (Americen Coin Machine Exposition) in rainy Orlando, Florida. There were over 40 new recade gemes on display, but Virtua Fighter 3 easily drew the most attention, and it wasn't even playable.

The AM2 division of Sega Japen brought over the first sampling of its new Model 3 super-boerd, end had a demo of VF3 running every 15 minutes. Everyone who wetched the demo was left with their jew on the floor, us included. The highly secretive sequel to the once-impressive VF2 mede every other title on the show floor look like Geme Boy gemes. No cemeras

were ellowed neer the demonstration, but we kissed enough Sega
but to bring you ell these
ecreen shots before enyone
else (now we heve to deal
with that nasty 'buttkissing' efter-taste).
Expect the game to

Same old backbreaker move, but the graphic defail and improved sound make this one hurt even more. Check out the sand flying off the beach and characters. hit arcedes sometime in late summer, probebly August. Until then, have many smooth polygon dreams end start eaving your quarters.

NEW MOVES

If the old characters ere going to have their same moves, plus eome new beckground specific moves. Moves thet involve the walls or the background ere likely to be included for everyone. The new characters ere going to heve e whole new list of moves.

Eech character is also going to heve e 3D move, like Shun Di end Lion hed in VF2. The reaeon for this inclusion hes to do with

the chenging of the jumping. There are no more floating jumps. VF3 hes more raeiistic low Jumps thet made the 3D moves necessary, since you can no longer jump over your opponent to evoid e Ring Out, It's eiso eeld that characters that heve been knocked to the ground will no longer be defenseless, insteed, they'll

be eble to fight beck

like you really would if

you were on the ground. The demo also showed Aol'e new ground ettacks that could be included for more than just one charecter.

With the new interactive backgrounds, eli of the old movee ere going to have new implications to the fight. The additional moves should make it considerably deeper than VF2. All-in-all, e game experience like no other is to be expected.

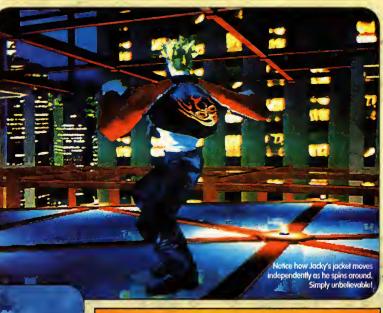
A long shot of Jeffrey's background reveals a Circular playing field with water as the ring out.



Caught In mid-flex, Jeffrey has traded in his beer gut for some seriaus polygon musdes. Watching him flex in the demo was amazing — his polygon chest actually expands!

The early demo of Jacky's stage had some interesting new twists. You can fall off a ledge, or get smacked into a wall.

An even closer look at Jacky really shows I/F 3's amazing level of graphic detail — close to a thousand polygans were used in his face alane!



INTERACTIVE BACKGROUNDS

he rumor has long been thet VF3 would include interactive backgrounds, but no one was sure exactly in what way, in our talking with the developers and watching the demo, we have e pretty good idee of what is going to heppen.

The backgrounds aren't ell going to be squere. They will all have different dimensions end features. Jeffrey'a stage is a circular send island. When flighting, sand kicks up off the beach end, as far as we cen tell, e Ring Out would send the loser into the water. Another example le Lau's stage, that features e well on one side and en edge on the other three. We saw Lau use the well for e special move. He ren up the well end grabbed the opponent by the neck end alammed him down. We cen only essume that if the charecters go to the other edge, it is going to be a Ring Out. This type of beckground changes 30 flighting gemes eltogether. Fighting Vipers (Sega Arcade game) hed wails on eil four sides that could be used during the flight, but VF3 hes walls on one side or no wells, which meens flighting in each beckground requires e different strategy.

be, but the developer assured in the backgrounds are going to be, but the developer assured us that each background would be eheped differently end include strategy elements epecific to only first background.

NEW CHARACTERS

n top of making VF3 the biggest advence in graphice since the color TV, AM2 hed time to create two new cheracters, bringing the total number up to 12. Until you see the characters moving, you won't believe just how ewesome they look.

The one new cherecter we sew was Aoi, e female contender that uses a traditional karate style of fighting. She has a real traditional Japanese look, with e long flowing gown. Her fighting seemed to be in the Palmode, with a lot of solid kick-end-punch combos. The differences ceme in her ettacks to

characters on the ground. She would run over and break "their arm or leg, rather then jumping on them. Overall, ehe wes emazing, with the emooth polygon face end outfit moving et top speeds.

The other new character we didn't get e chence to see, but the guys from AM2 told us about him (mostly in English). It will be a mele cheracter with e wrestling fighting style like Wolf or Jeffrey'e, but there will be differences. He le aald to heve the ebility to counter ettacks, giving twice the damege. Meybe something like reversing a throw, eithough much of this is just speculation. As soon as we get more on this new character, we'll let you know.

Expect some way cool 'dodge and counter' moves from Aol

MODIS

Here Aol dances in front of the Model 3 logo. With a million polygons per second, there is plenty for her to dance about. The camera zooms in dose to reveal Ao?'s acters, AoI reveals her big, brown eyes and graphics that make all other style, but the way she

games pale in comparison.

Don't let Aoi's doclle appearance fool you. She promises to be one tough gai.

One of the new characters, AoI reveals her traditional Japanese style, but the way she moves Is anything but traditional. It's just smooth.



he Model 3 board is the start of 'Stage Three' of Sega's Five-Stage planned progression towerds videogames with motion picture-quelity interective grephics. In each stage, Sege plans to triple the processing power of the previous stage. So far, they have done that and a

The Model 1 board catered to the first polygonal gemes -- Virtue Fighter and Virtua Racing. At the time, they were both considered to be the technological top of the industry.

Then ceme Model 2, which more than tripled Model 1 by being eble to process 300,000 polygons e second. Games like VF2, Fighting Vipers, and Davtona

exactly Whet 300,000 polygone e second could do to e game play experience. Now Model 3 hes shattered all the technical wonder of Model 2 by

showed

tripling its output with en unbellevable 1 Millon polygone per second (pps) Another title you might expect on this unbelievable board is Daytona 2. end the sky is the limit.

Now, if Sege continues on this pece, thet means that Stage Four will feature the Model 4 board that is capeble of 3 Million pps. Then the Model 5 board will boast about 9 Million pps. If you age how emazing 1 Million pps looks, then you'll realize that tripling that twice is going to creete e game experience so real that Wolf le liable to jump out of the arcade unit and kick your ess

For now, we'll be happy with little old Stage Three and its puny 1 Million pps. When you are this game, you'll be more than heppy, as well.

ON THE SATURN preofe lans that want througane for their Salum bewarned the Salrun is simply not capable of handling 1

ments are awasome and don't require a buge system. to work This shot of the minore of Puro looks like computer generalise

ert, but she actually looks this

good in gamepley.

We fully expect Sega to put ₹75 on the Salum sometime next year (maybe this Christmas, if for VF2 to lift on the Salurn, it's band to imagine them defing even close to

Million pps. However, some of the new gameplay ele-

the graphic detail. Still, 172 didn't mandam the same arcade and was our game of the year

Durat's morphing, from a puddle to the slickesttooking fighting character ever, is cool! Watching this scene was like watching a big budger motion-picture

from AM2 noted the special effects In Term-Inetor 2 os o big influence. I dunno, I kindo see a resemblence...

The guys we talked with

A close up on Lau's face is simply amazing, but to see his eyes turn and give a slight smirk was just plain haunting, not to mention freaking incredible.

MODEL 3 TECH SPECS

GEOMETARIZER: 1 Million polygons/aecond

RENDERER: 60 Million polygons/eacond

COLORS: 16 million colored texture mapping

Trilinear Interpoletion

& micro-texture

ANTI-ALIASING: Taxture and adga Multi-lavered

SHADING: High-apectaculer

> Goureud eheding Fix & flat shading

FOG: Zoning Fog

32 lavala of transparency

LIGHTING: Perallel light

Four epot lights **Pinpoint light**

CPU: Main CPU le s Powar

PC 603C

RESOLUTION: 496 X 384 - 680 X 480 With Z Buffer and

non-Interlece

CPU Is 68 EC000 SOUND:

Sampling rate 44.1 Kinz. SCSP X 2

MIDI Interface 64 voice; 4 channels

Dural's slickly-rendered body is completely void of chun y youns. Sie illi packs vicious kirk.

Notice how VF3 includes true lightsourcing to odd even more realism to the Virtua' world, oll without sacrifiding the smooth play of Its predecessors!







You may be able to handle these guys, but...



hello to Mama!

- Speciacular, full-screen 3-D rendered, ray-traced animalion.
- 2 full CDs crammed with mutant creatures and cyberspace action adventure!
- Rocket through the new and unique labyrinth of flying levels!

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broken with Nintendo. Final Fantasy VII. originally planned as e Nintendo 64 exclusive, is now officially going to be released for

PleyStation in December '96 In Japen. Square titles have been getting bigger and bigger, and certs just cen't hold 'em enymore." This behemoth of e game is going to take up a full ... two CDs, but should retail for ¥5800 (around \$58), or

ING SCENERY YOU

FFVII HAS SOME OF

THE LUSHEST, OST JAW-DROP-

ebout two-thirds the price of the cart-based Final Fantasy VI (FFIII in the US). Square still hes no officlai plans to release e version for Nintendo 64, but have stated that if the 'bulky drive' can reech e large enough installed base, and the discs can hold ell the information required, it may release a version for N64 some time in '97. Unfortunately, e US

release dete is still unknown, and rumor hes it the

game mey even be released here for

PC only!

Squere is taking full edvantage of the PlayStation's polygon power. The game mechanics ere similar to Alone in the Dark

or Capcom's Resident Evil, in that polygonmodeled. rendered-onthe-fly charecters ere set Into a prerendered back-

ground. Thenks to the messive storage cepacity of CDs, the designers have pulled out all the stops, end as you can see from the pictures, FFVII has some of the lushest, most law-dropping scenery you can imagine.

During the battle scenes however, the game switches to fully-modeled cheracters and enemies, giving the player full control over how to view the action, in keeping with the Final Fantasy tradition, battles ere menu-driven end tum-based, but once a command is given, the three-dimensional cheracters interact on their own.

Square Is known for coming up with some pretty wild special effects during its bettle sequences, and the thought of what might be accomplished in e 3D setting is meking us drool:

Pleese, bring this one over here, guys, please?

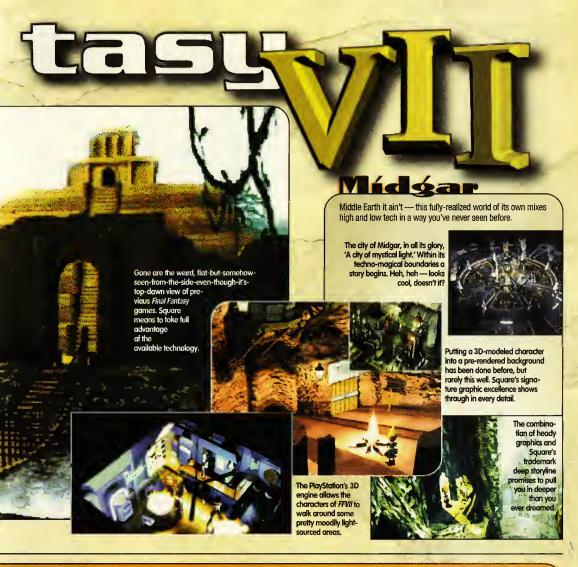


olid Heroes

Cheracters creeted by Square heve elways been three-dimensional from en emotionel standpoint, now they're finally going to look thet wey, too.

Our square-jawed hero (no pun intended... really) wields the biggest sword in history bigger than anything hose wussles swing around in mural Shodown.





Barett moves well for a big man, and that chain gun on the end of his arm don't hurt either. It's dear that FFVII isn't



Claud's fellow adventurer swings a mean stick of her own, and seems nearly as tacitum as he is. Gotta wonder what makes her tick.







Unlike the walking around parts of the game, battles are fully realized in 3D, allowing yau to view the action from virtually any

camera angle.

1540/2500 120 150 150 1468/1930 270/310 1590/3540 000/000 15king

7474 1468/193

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Into

Square games have long been known for their expressive character animation, and it won't stop just because it's in 3D.



As Claud leaps into battle, you can get a better idea of haw the game's battles should look. A daredevil hero and swooping camera angles — looks



And I don't know about yau, but this guy looks plain mean to me. Yau're gonna have to deal with him sooner or later though — and I'll bet money you're going to love every minute af it.

- repetitive battle scenes.

FRANTIC FLEA

...infesting a Super NES near you!



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GAMETEK





ne second title from Boss is Kill Team. It will incorporate several different game genres and has been described as 'Contra meets Wing Commander'. Kill Team will be a 2D game.

'With Kill Team, we'll have an involved storyline, branching-linear game play, and a variety of missions, so the players will actually care about what's going on in the world. It's not just, here's twenty levels, get through them,' claims Gordon.

> This ortist rendition is a concept for on early mission in Kill Team.



Tall Team



Kill Team puts you in charge of a team of mercenaries that must corry out vorious missions and tasks. Here are

a few of the unsavory characters you'll control in the game.

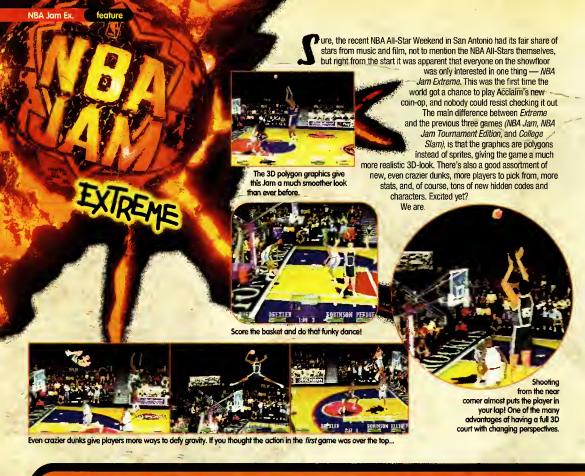






Let's hope these rendered soldiers look just os good on our TV sets as they do on Boss' SGI work stations (or at least, pretty close)!





AN ALL-STAR DEBUT

The recent NBA Ali-Star Jam Session served as NBA Jam Extreme's coming out party. And what a party it was! A few highlights of the festivities...



NBA Jam Session was a basketball fan's dream. Hoops all over the place, and na guns allowed on the court!



Those patient enough to wait in mile-long lines got a chance to play an early version of NBA Jam Extreme at the Acclaim booth.

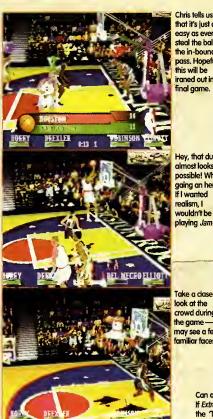
Right when someone finally gets to be next in line, try jumping in front of them with your press pass. Heh heh, they really hate that!



Steve Avery of the San Antonio Spurs was one of the many NBA stars who just had to satisfy that Jam craying.



Test: Mary Albert got in on the action, calling a little play-by-play for the Jammers, just like the will in the final game.



Chris tells us that it's just as easy as ever to steal the ball off the in-bound pass. Hopefully this will be iraned out in the final game.

Hey, that dunk almost looks possible! What's gaing an here? If I wanted realism, I wouldn't be playing Jam!

Oh yeah, thase funky big-head players are back and wackier than ever. Now they've even gat big shoes! Expect

mare Jam codes

than ever

in Extreme!

Even though the action is still two-an-twa, you get lots of different players to chase from, plus lots more stats.

CONIGHT'S GAME

SPLAS

NBA Jam Ex

look at the crowd during the game — you may see a few familiar faces.

> Can anyone say, 'enter secret code here'? If Extreme follows NBA Jam tradition, then the Tanight's Match-Up' screen is where you'll need to input all thase cool codes.





Who says girls can't Jam? The US Women's Olympic team wiped the floor with all comers, just like they're gonna kick ass in Atlanta.

Even Chris Slate got in on the action in a tourney held specifically for the gaming press. He lost in the final round to Rich Szeto of Next Generation. Justice was served when the crowd began to chant 'dirty cheater', while pelting Szeto with whatever was at hand.





BORN OF THE ATOM. RAISED IN THE ARCADE. EXPLODING ON SATURN!







Marvel Comics, X-Men, Cyclops, Wolverine, Psylocke, Icernan, Colossus, Storm, Professor X, Magneto, Juggernaut, Omega Red, Silver Samurai, Spiral, Sentinels and all distinctive likenesses thereof ere tratemarks of Marvel Characters, and are used with permission. ○ 1996 Marvel Characters, Inc., All rights reserved. © Capcom Co., 1td. 1996. Sega and Sega Saturn are trademarks of Marvel All rights reserved. ≪ Acadam is a division and resistent trademark.

CAPCOM'



Alien Trilogy 58

Creature Shock 70

Earthworm Jim 2 66

Iron Storm

Since we've moved into the new offices, which just happen to be located in prime earthquake territory, we've decided to retrofit all of these reviews, to make them safer in case the Really Big One hits!

and the same of th

Magic Carpet 71

Need For Speed 60

Night Warriors: Darkstalkers' Revenge 6

Now Playing 78

Return Fire 65

Shining Wisdom 61
Super Mario RPG 56

Worms 6

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

In the event of a really huge quake ripping through here, you can get all the info you need to survive just by tuning in to these pages!

PEVIEWER Brove and dedicated first ones under their rackin' and rollin'? The

Brave and dedicated, our reviewers will be the first ones under their desks when the earth starts rockin' and rollin'! They're not THAT crazy!

All experts agree that the Next Big One could happen any day! We're not scared! After all, that's just their opinion...

The Rocket Science:

Each calegory of our scoring boxes is given a 'weight' — the higher the weight, the more important the gategory. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting numbe is multiplied. I ten to compute the final score for the game.

Graphics:

Music & Sound FX: Innovation:

Gameplay: Replay Value:

Weighted by a factor of two.

Weighted by a factor of The Weighted by a factor of one.
Weighted by a factor of eight

Weighted by a factor of si

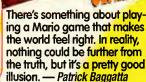
While not quite on the level of the Richter scale, we like our scoring system!

100% Flawless 90-99% Ultimate 80-89% Excellent 70-79% Very Good

60-69% Good 50-59% Average 40-49% Lacking 30-39% Crap 20-29% Heinous 10-19% Putrid 1-9% Shoot Me 0% Cosmic Race







SUPER MARIO

If you're a
Mario fon

fram way

back, there

are quite a

few faces

or months we've all been drooling over the strategically released screens and information concerning Super Mario PRC, and now we finally get a chance to road-test this awesome little adventure. Entrusting its precious b

game. OK, the truth is, it's not really that different from the traditional RPG, but it does have a very distinct feel that gamers are sure to appreciate. Combining elements of a classic Mario action game and one of Square's enormous adventures, Super Mario RPG is the perfect entry way into this world of unfolding storylines, leveland magic

spells. This is not to say that RPG fans are going to be bored by the game's intrinsic simplicity, but rather, with all its graceful features, those not familiar with RPGs will find this one an especially welcoming title.

The primary keys to success for this game are in its intuitive interface and seamless blend of action and RPG elements. While RPG fans are going to find joy in the traditional battle sequences and puzzle solving ele-

ments, Mario action fans will feel right at home with all the jumping and critical timing aspects of the game. Another expected and delivered aspect of Super Mario RPG is the genuinely funny storyline, which includes all of the familiar characters from the world of Mario, as well as several new faces. All in all, Super Mario RPG is a game for the whole family of gamers, that is). The adventure has plenty of size and complexity for the seasoned RPG pro and, for the action player, there is a real hands-on, interactive feel. Just as we all knew it would be, this game is everything Nintendo promised. GP

yau'il recognize olong the way. Remember this guy?

The Boos have never looked so good.

Thank goodness you're here!

The People You'll Meet

Taking the character development of traditional Mario games to the next level.







Are YOU lookin' at me? My hammer and I don't like you!



a stop to OUR party:

Not oil the new faces are friendly ones.

It's Not A Small World After All

As you progress, the warld cantinues to grow bigger...
...and bigger...

Being able to travel around a world this size

definite luxury.

extremely large environment.

As with all Square Soft RPGs, Super Mario RPG takes place in an





A SECOND OPINION

Wowl Being a huge fan of both *Mario* games and RPGs, I was really eager to get my hands on this one. I mean. Nintendo and Square — working together? Forget it, there's no vay this game could ever disappoint. Like Patrick, I was really impressed with the seemingly effortless way that the action and RPG elements work together. Fans of both genres should genuitley be pleased. The game feels just like a Mario title, and exactly like a Square adventure.

I also really, really like how combat is done. While the fighting is, at heart, the standard RPG you'nt, I hit formula. Square has implemented special bonuses for the more nimble-fingered players with a good sense of timing. A definite must for any Super NES owner! — Chris



THE BATTLES



First, push "A".

There will, of course, be some challenges along the way.

There are some elements af the story that may have a bit of a familiar feel. The battle sequences are done in a traditional manner, with a few small exceptions.



Each character has a chaice of manual and magic attacks of different strengths.

Generally speaking, the bigger the character, the better the battle and the bigger the payaff.

GRAPHICS

8

The traditional-style bottles are based an a tum-taking, ane strike per tum format.

INNOVATION



The saund effects are some of the funniest aspects of the game.
 The music certainly

does its part.

- The isametric view creates a truly genuine
 3D feel.
- The characters are all uniquely designed.

GAMEPLAY

REPLAY VALUE

- The game is HUGE!
 The apen-ended format allaws a different game every time.
- The pace of the game is fast and rewarding.
 The cantrals are easy ta master.
- The addition of Mariastyle action enhances the scape of the adventure.
- The traditional RPG style is followed clasely.

9 T O



PLAYERS / 1 PUBLISHER / Acclaim DEVELOPER / Probe AVAILABLE / naw PRICE / \$54.99



This game is kinda like Doom, except that every once in a while, this thing bursts out of my chest. You know that's gotta hurt! — Chris Charla

cclaim has previously been known mostly for arcade ports like MK II or WrestleMania and movie license sidescrollers. This game marks their first real entry into the 3D genre. So how'd they do? Very well indeed.

The game is based on the whole Aliens movie trilogy license, so it doesn't strictly follow the plot of any of the movies. Instead, you play Lt. Ripley, who has to go wipe out aliens in locations lifted from the three movies. Of course, thanks to the Company's evil plans, you also are going to need to battle company goons, who are trying to retrieve alien spec-

Basically, the game looks, well, a lot like Doom. It's a first-person, forward-scrolling shooter, set in tunnels and corridors, for the most part. There is a great camera swing when you walk, that looks totally realistic (it can be turned off, if you get squeamish). As you progress through levels, each of which has a specific mission, you need to find weapon power-ups, battery packs, and door keys to continue.

The game is really well done. The graphics are awesome (although the allens looked better in Allen vs Predator),

very cool

Bodies stick around

ter they're dead -

the gameplay is dead-on, and the game is really creepy. It really recaptures the feeling you get when watching Aliens you see these blips coming closer and you just panic. I swear you'll jump when one of those squid aliens jumps on you. Unlike Doom, there aren't so many enemies that you're constantly shooting. I really liked that - it added a lot to the game's atmosphere.

This is easily the most impressive Acclaim title I have ever seen. The action is awesome, and the movie license really adds to the game. In fact, this review was late because I couldn't stop playing it. Oh well... as long as there's Alien Trilogy in The Box, I'll be OK. GP

It's just you and the Queen in the end





GRAPHICS

Up clase and personal with a sparkly alien.



latch an th

 Great graphics. They fit the game perfectly. Aliens looked better in Alien vs Predator.



MUSIC & SOUND FX

 Atmospheric sounds are extremely good. Better gun sound





1NNOVATION

They have developed an innovative 3D engine...

...but it's still Doom.



GAMEPLAY

The graphics are dawnight creepy at time O10 MINHHIIIIIIII

The first Doom game that didn't get boring really quickly!

The license actually fits well with the gameplay!



REPLAY VALUE

Anather Campany goon felled

by your trusty

Plasma Rifle.

Especially an maximum difficulty, this will take a while to get through.

On the easiest level, it goes by pretty fast.

ULT1MATE



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PLAYSTATION NA

GENRE / racing PLAYERS / 1 or 2 **PUBLISHER / Electronic Arts DEVELOPER / Pioneer Productions** AVAILABLE / now PRICE / \$54.99









rack Presents

PEF



I laughed, I cried, I got to drive a freakin' Porsche! And this time I didn't even get arrested! — Mike Salmon

hat could possibly be better than getting behind the wheel of a highperformance sports car on the open road? Besides doing something in the back seat of a high-performance sports car, I can't think of anything. And that inherent desire to travel at extreme speeds is exactly what Need For Speed is counting on for its audience.

Getting a chance to fly over hills in a Dodge Viper, Lamborghini, Ferrari,

Porsche, Corvette, Mazda RX 7, Toyota Supra Turbo, or Acura NSX is something not many of us are ever going to do (at least without performing some kind of felony), but in Need

For Speed you've got

morks show up the kevs on the road. and the reset button as your insurance. The

Slom on the

brakes or peel

out and the track

six tracks in the game are absolutely beautiful, with the least amount of draw-in that we've seen in a racing game yet. Three of the tracks are open road races divided into seqments, where the scenery can change from the city to bridges to

TRACK MARKS!

The tracks make Need For Speed, with their incredible variety and graphics.

> snow-covered mountains. The other three tracks are equally as impressive, but use the standard lap design. Start by going head-to-head

> against a computer-controlled car and weave through traffic and outrun the fuzz. You can also link-up or use a split-screen mode to challenge your friend to the ultimate road race. If you want a more traditional race, take on the other seven machines. Finally, you can go into a tournament and try to beat every track. You can

even choose whether you want to race in the moming, afternoon, or evening. With this many options you can spend days never repeating a race. However, Need For Speed is far from per-

fect. The main problem is that the game never gives you the feeling of control or pure speed. You have to slow down to take the tough comers, and that's not quite as fun as sliding through a turn at

Racing at dusk -

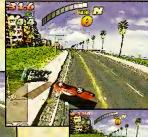
vides a different

look to the race

and gives end-less variety.

or dawn pro-

200mph. Still, with the awesome graphics and variety in tracks, Need For Speed delivers a high-speed thrill ride that's sure to get the testosterone boiling and is well worth checking out. GP



Rocing through the snow-

copped mountains is great, but

dan't get caught in the ice ar you'll find the gaing tough.

GRAPHICS

The tracks are detailed. solid, and varied.

The cors ore o bit bony looking, but the dashboard is shorp.

MUSIC & SOUND FX

 Some of the tunes are totally awesome. ...ond some really suck.
 Plus the car naises can be real annoying.

EXCELLENT

 Racing head-to-head, with the cops in pursuit, is very rodico!!

It's o racer with tons of options, but nothing new.

INNOVATION

Weaving through traffic ond outrunning the cops ore olways good features.

The control isn't os responsive os other racers.

GAMEPLAY

It's times like these that the

seat belt doesn't seem so

uncomfortable after oll.

REPLAY VALUE

Six huge, detailed tracks keep you coming back.
 Linked PlayStations or split-

screen ollows two-player racing oction.

PLAYERS / 1

PLAYSTATION



Is Shining Wisdom the game that leads the way to new, unexplored 32-bit worlds?
Little, short, fat people with really big heads want to know!

- Roger Burchill



PUBLISHER / Warking Designs DEVELOPER / Sanle! Saftware

s one of the first RPGs available for next generation systems, *Shining Wisdom* has the unfortunate distinction of being burdened by high expectations. But instead of being the next great thing in RPGs, *Shining Wisdom* is more an extension of the gameplay that made 16-bit RPGs popular.

Graphically, the game can at best be considered a slight improvement of what was seen in the 16-bit era, with sharper, crisper graphics that utilize the Saturn's expanded color palette. But the true 32-bit graphics are reserved for the rendered intro sequence with the familiar 'short, fat guy' graphics incorporated in the actual gameplay There is also no significant improvement in the adequate, but forgettable, sound and music. Game con-

of stuff.

But as much as Shining Wisdom seems like a 16-bit
RPG experience, I heelitate to hold this against it. The game is
a solid addition to the RPG genre, with an expansive storyline
and challenging puzzles. Replay value remains high, as should
be expected of RPGs. Most traditional RPG fans will find it a
satisfying game experience. So while this isn't the revolutionary RPG everyone is waiting for, rest assured, those games
are coming. But in the meanwhile, for a solid, entertaining
RPG look no further than Shining Wisdom. GPP

trol is somewhat clunky, which is distracting when battling enemies. There isn't an in-depth hit point system. Gameplay is pretty much explore, hit the attack button, run and pick up lots

> A variety of different landscapes help keep the visuals interesting, but the basic gameplay remains cansis-

tent throughout

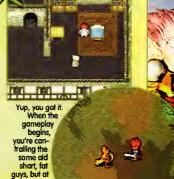
the game.

GAMEPLAY

REPLAY VALUE

 The stary, the heart of any RPG, keeps you caming back.
 There's always an end to every story and you'll eventually solve it. Saund storyline and gameplay wan't disoppoint.
 Character cantrol is a

• Character cantrol is a little clunky, which can be a problem during battles.



Meet the cast in the rendered intro sequence too bad the characters don't look this good in the gameplay.

Clunky game control detracts during battles, but there are plenty af power-ups, items and gold to collect while roaming the countryside.

GRAPHICS



There are a number of coverns, labyrinths and structures to explore. Uh, anybody seen the key for this place?

1NNOVATION

east every-

thing seems a

little sharper an

the Satum.



Still waiting for the RPG that truly utilizes all the

benefits of 32-bit systems.

Nothing really grating.
 I've heard worse before.
 Sadly, the sound isn't significantly improved aver 16-bit RPGs.

 Everything is crisp and very sharp.

Still, the RPG staple of cantralling shart, fat guys is wearing thin.

73%

VERY GOOD

May 1996 GAME PLAYERS 61



GENRE / fighting PLAYERS / 1 or 2 UBLISHER / Capcom DEVELOPER / Capcom AVAILABLE / now



The truth of the matter is that scary games are just plain better than their non-scary counterparts. Go figure. — Patrick Baggatta

DARKSTALKERS REVENGE

With A Bizarre Twist

While there is no denying the connection to other Capcom games, Night Warriors does have its own wacky charm.



Sasquatch he's big, he's bad, he's exactly the kind af crazy character for which this game is known.

Running on air? Come an, is that kasher? ou know, it's long been accepted in the videogame industry that Capcom is as good as it gets when it comes to 2D fighting games. Enter Night Warriors:

Darkstalker's Revenge for the Satum and again we are treated to a top quality brawler, with all the great qualities Capcom has become known for in such games as X-Men: Children of the Atom and the Street Fighter series. In all fairness, there's not really very much difference between any of these games, but if you like 2D fighting action, you can't really go wrong with any of these titles — including Night Warriors. The sequel to the arcade hit, Darkstalkers, Night Warriors has all the great ghoulish characters introduced in the original, as well as some new dark and moody characters to carry on the proud tradition

of ghoul fighting.

Just in case you've somehow managed to follow the videogame industry without ever experiencing a capoom brawler and, more specifically, the Darkstalker series, what makes them great is a combination of

elements. First and foremost, Night Warriors is an ultrasmooth and crisp fighting game based on pinpoint timing and almost chess-like battle strategies. Beyond the impeccable fighting engine, the game possesses a cast of intricately conceived characters, all with distinct fighting styles and strengths. All of these elements that were first created for the arcade are meticulously recreated on the Saturn to absolute perfection for the ultimate in delivering the arcade experience. Finally, Night Warriors is Just plain

fun. With an endless supply of potential battle plans, Wight Warriors is a great two-player game that manages to have a fresh feel every time you pick it up. GP



There are several unbelievable lows of nature which must simply be accepted to enjay this game.



Bullet train coming through! There are some cool little twists an traditional fighting game moves.



The Characters You Love To Fear Let's face it, only a few games have characters rich enough to actually lead to an animated series.



Prabably the best knawn af the group is Jon Talbain, the were wolf. Is it ony wonder why?

Lord Roptor is o bizarre little mix of skeletal remoins and power tools. He's hord to oppre-ciate until you see him in motian.

Felicia is every cat lover's dream.

SECOND

You know what's really scary? Patrick's eyes turn an amber color whenever he plays a 2D fighter, it's just real weird. Anyway, Night Warriors was a great arcade game and is an even better home game. The graphics and speed are just as good as the arcade version and the ability to practice your moves without waiting in line brings the strategy elements to the forefront even more. This is Street Fighter. X-Men. Marvel Super Herges, and every other perfectly executed 2D fighter Capcom has

ever done: We could punish them for making a great game, but these games are just damn fun. And fun is something that is getting harder and harder to find in games these days, so bring on Night Marvel X-men Il Turbo Edition. We'll play it. - Mike



Hsien-Ko's mogic is not to be taken lightly. Get the point?

Demitri is

Ah, sweet Morrigon. What can we say? She's owesome!

99 Ways To Crush Your Enemy One of the best aspects of Night Warriors is the extensive



it wan't take lang before your apponents learn ta fear Felicia's Ralling Scratch.



The control is really

incredibly responsive.

Two speeds to choose

from — fast ond faster.

Morrigon's Soul Fist is the kind of attack that shaws yau

list of special moves to discover and master

Tolbain's Drogon Cannan is an awesome mave ta keep at the ready.

MUS1C & SOUND FX



The music is fitting.

The sound effects ore good, but pretty standard.

The onimation is extremely smooth. The choracters ore uniquely developed.

Victor

does

most of his best work with his brute strength.

INNOVATION



There are some cool new moves.

The 2D fighting genre has been done to death. **EXCELLENT**

woy from oncient Egypt to kick your oss! REPLAY VALUE

Anokaris came all the



GAMEPLAY

O Playing ogoinst o humon opponent is always fun.



PLAYERS / 1-4 **PUBLISHER / Ocean** DEVELOPER / Team 17 AVAILABLE / now PRICE / 559.00



To quote a very famous man, 'That's what I like, little people hitting each other.' Don't worry, you'll understand. - Patrick Baggatta



his little gem took us all by surprise and we're still wondering what we've done to deserve such a fun game. Not since the days of Lemmings (there, I've said it) have we seen a puzzle/strategy game with

this much charm. With a mission objective as clear as destroying your worm opponents, it's hard to imagine where this game offers any sort of challenge, but the first time you're forced to sacrifice a worm Kamikaze-style, you'll understand. Until then, you'll simply have to dream of a world where calling in an air strike is as easy as riddling worms with an Uzi.

One of the best features in Worms is the spontaneously generated environments, creating an endless supply of fresh playing fields. With this feature, neither you nor your opponents will be able to master a specific playing field, which adds a whole new life to the game. Also awesome are the non-combat options, such as the Flame Thrower, Ninja Rope and Bungee cord. Careful use of these strategy elements to set up an intricate attack or develop an impenetrable defense also adds a great deal to

The single most important feature in Worms, however, is the ability to play with as many as four players at a time. Pitting your wormy skills against three other worm-masters is the ultimate in multi-player fun. In the end, Worms is the kind of game that has to be played to be appreciated, and once you've tried it, you'll be hooked. GP

O Simplistic style adds to

the game's charm.

You've never known a

worm with this kind of fire power. Pray you find him before he finds you.

Withaut a daubt, the Air Strike is one of the most dramatic weapons at yaur disposal. Use it wisely

> Cluster Bombs wha loves ya, babe?



the game's overall depth.

The Haming Missile is just the kind of saphisticated weaponry that makes a warm cansiderably more dangerous than you might expect.

If you liked Lemmings, then you're likely to enjay Worms, but they are not, I repeat, NOT the same game.



The Bazooka is a good allaround weapon, but it lacks the

sophistication of some other weapons.

GRAPHICS

• The animatians, small as they may be, are very finely detailed.

MUSIC & SOUND FX

The warm saund effects are super-funny.

Military anthems keep the action maving.

generated landscapes. Worms is never the same game twice. 1NNOVATION

With its spontaneously

The use of unique tools

and weapons takes this puzzler to a new level. The game's look is distinctively Lemmings.

GAMEPLAY

- Endless strategies and quick matches make this pure fun.
- Honing your Warm skills is an art like nane ather.



- With up to four-player matches, this game is awe-some against friends.
- Spontaneously generated environments mean the game is always different.

ULT1MATE







PLAYSTATION

PLAYERS / 1 or 2 **PUBLISHER / Time Warner Interactive DEVELOPER / Prolific** AVAILABLE / now PRICE / \$54.99

War, destruction, and the vicious slaying of men are the staples of gameplay, but the squishing noise is the frosting on the cake.

- Mike Salmon



lmost a year ago, Return Fire came in for the 3DO and shocked us all with its addictive gameplay, cool soundtrack, and smooth graphics. Now, Time Warner brings it to the PlayStation. Usually we aren't real fond of companies porting old games to new systems (since we'd rather see new games designed for new systems), but Return Fire is such a classically designed game that it's good on any system.

The basic premise of the game is to capture the flag by destroying your opponent. Over 100 different landscapes provide you with plenty of variety in your missions, and the two-player game never gets old. As general of your small army, you control Choppers, Tanks, Jeeps, and a mine-laying APC. Your mission is to deploy your vehicles one at a time, clear... uh... destroy a path, and find the other

team's flag. If you can find it first, then send the jeep in to pick up the flag, but any enemy fire will destroy your jeep. It takes good navigational skills, a cohesive strategy, and some good shooting to make good in Return Fire.

The one-player is a load of fun, but can tire real easily. However, matching wits

with a friend in the two-player game is simply awesome. Chasing down his jeep with your chopper to spoil victory or taking out a bridge so he can't get his tanks into your

territory are the types of strategy elements that make Return Fire so enjoyable.

While Return Fire's relatively simple graphics no longer push the envelope of technology, this title is a sweet game from start to finish. GP

There is nothing about Return

'Oh never mind me, I'm just crassing the bridge. Nat laying any mine here, nape



'I'll just cruise this Jeep aver the bridge, grab that flag and — D'ah! i knew he was laying mines.'

With aver 100 scapes, yau'l find new and exotic ways to kill your friends



• EMI classical music

gives you all the tunes yau'd ever want to fight a

war to.

GRAPHICS

Looks a tod sharper than the 3DO version and is real clean.

Could've used mare graphical flash, like big-ger and better explasians.

Sound effects cauld have used mare variety.

EXCELLENT

OF Destruction

No war game would be complete without the proper weapons.

The missile loaded APC is real slaw, but its two-player game

The jeep is the only way to grab the flag. The inflatable tires can keep you away from enemy fire.

powerful rockets and mine-laying abilities make it crucial in the

The chapper is tough to cantral at first, but easily cavers the mast graund and can be deadly when strafing.

0

MUSIC & SOUND FX

The tank is the perfect weapon of destruction. and man, is squishing the little enemies fun!

INNOVATION

GAMEPLAY

 A great mix of strategy and action make Return Fire tick.

A reason for destraying other buildings wauld've made the camage much mare enjoyable.

 Only Return Fire on the 3DO looks and plays similar to this one

Capture the flag has been ground even longer than war.

REPLAY VALUE

The two-player mode is what makes this game. The ane-player game does get real boring.

May 1996 GAME PLAYERS 65

PUBLISHER / Playmates DEVELOPER / Shiny AVAILABLE / naw PRICE / \$59.00



Though EJ 2 for the Saturn is not much different from the 16bit versions, it's still worthwhile. Besides, the talking cows are funny every time... to me... anyway... — Patrick Baggatta

hen considering Earthworm Jim 2 (EJ 2) for the Saturn, it's tempting to contemplate the awesome 3D abilities of the hardware and wonder why they're not represented in the game. Surely, after all, it couldn't have been that difficult to throw in a few 3D elements or flashy effects just to remind the player of the hardware on which they're playing. The developers of EJ 2 for the Saturn, however, chose to do a pretty close translation of the 16-bit version. The question then becomes, can the game that wowwed us all on 16bit platforms just a few short months ago have the

same impact on a 32-bit system? For the most part, the answer is no, but the situation is not as dire as it may seem.

The fact of the matter remains that EJ 2 is an inventive, and challenging, side-scrolling action game with all the zany fun of the original. True,

there's nothing technologically astonishing when considering its 32-bit compe tition, but when the gameplay is there, technology ceases to be the most important issue. When the developers decided to leave the original game pretty much intact, they were only paying it the respect it

deserved. What this means in the end is that if you already own a

16-bit version of EJ 2, then its revamped backgrounds and enhanced color palette are not really enough to merit a second pur-

chase. However, if you missed the game the first time around, it's well worth picking

up on the Saturn. GP

The puppybauncing partian of the game is one of the mast challenging and wacky aspects.

This little piggy went to market, or anywhere else you decide to leave him.

The original Earthworm Jim was loved for both its first-rate gameplay and overall craziness. The tradition continues.

If you like what inhaling helium does to your vaice, woit until you see what it does to that crazy worm.

Though Earthworm Jim 2 is a far mare diverse game than the anginal, there is still plenty af the hat machine gun actian that made the first Earthworm Jim

When compared to the 16-bit ver-

2 for the Satum

boasts some new

backgrounds ond

enhanced graphic detail.

sign, Earthworm Jim

so great!

GRAPHICS

The animatians are smooth and inventive.

Rich calors and parallax scrolling add to the depth of the landscape

MUSIC & SOUND FX

The sound effects are an par with a top-quality

cartoon production.

The music fits the bill, but is less than memorable.

EXCELLENT



1NNOVATION

There are new gameplay elements, such as puppy bauncing

The basic abject of the game is pretty standard.



O The contrals are intuitive and responsive.

 Multiple gameplay elements keep the game from growing stale.



GAMEPLAY



REPLAY VALUE

• The challenge level is pretty high. There are tans of hidden stuff to find

throughout the game.

ess distribus du los Rosaes falles y famili Their site. Subserbing Gefferes deviews er Archives lillen tages Bodes Walkthroughs Bulletin Brack Our site. http://www.gameplayers.com Payslikkus Bill's ligrages forg the est Regues Gallery Stasball by Green Refers BLASS



GENRE / shooter
PLAYERS / 1
PUBLISHER / Panasonic
DEVELOPER / Pixel Technologies
AVAILABLE / now



that funny.

A D a







Plungers, barf, farts, and the runs all together in one really unwholesome game. Kinda reminds me of college. — Mike Salmon Cherdillo

ight from the start you get the idea that the makers of *Cyberdillo* don't take much of anything too seriously, least of all their game. It's a *Doom*-spoof that has you in charge of everyone's favorite animal, an armadillo, who starts out being armed only with a plunger.

As you plunge your way through each bright level, you're faced with trying to find your way through the maze while taking out odd enemies like lava lamps and hair spray cans. You're not out to save the world or even fix backed-up toilets. It's just a simple 'find-fouritems-and-save your-Cyberdillo-butt' type of game. There still are the usual bosses like Barfman, TV Man, Melon Fish, and Dumpmeister (Ok, maybe they're not so usual) that you must

defeat to move on.

Cyberdillo moves surprisingly
fast on the 3DD, but the control is real loose
and the graphics are anything but cutting
edge. I do give the developers credit for trying
something new and different, but in the end
Cyberdillo is either a cute novelty or a run of
the mill Doom game, nei-

ther of which is going give the 3DO Multi-Player the shot in the arm it so desperately needs. GP

Hangin' Feteraces to bone flutes are some of the funnies.

With Cyberdillo game, but they aren't hey aren't

It's a bright, colorful and weird world full of injokes. Too bad the play is so poor.

> Big Eyes and Hair Spray

cans are just a few things that can keep you down in discoland. fry seetn."

There's plenty of variety — it

gameplay department.

just lacks in the

與etect a mention Time sold

give you the runs . Find a bathroom

to releve noneself or sie of

t, but in the end velty or a run of

You have to like
the Cyberdillo
equivalent to the
Magic 8-ball
just as indecisive
as ever.

GRAPHICS



 Way too loud, almost to the paint of retina pain. MUSIC & SOUND FX

 Disca tunes that'll make you buy a leisure suit.
 Even the vaices are groovy. The Brady's would lave this ane. 8)

Some real trippy backgrounds are sure to have you seeing trails after this one.

Shooting plungers is new, so is spoofing a game.

Take away the craziness and you have a pretty poor Doom-clone.



• Fast carridor shooter with wacky twists.

Control is jerky and the humor wears off before you finish the garne.



novelty item.

REPLAY VALUE

 Tons of levels to explare, and you never know what's around the next corner.
 Really, this game is just a

63%



Use the standard mode to fight individual battles to goin experience, then you'll be oble to confront the excellent AI in compaign mode...

one's interest. Unfortunately, as the player becomes more immersed in the challenging gameplay, the animations merely slow down the game and become more of a distraction than

artillery, and sol-

The real-time 3D polygon animations let you experience and determine the outcome of the great battles of World War II.

Air, land, sea - you control it all!

GAMEPLAY

diers is certain to peak any-

anything else. But by that time, most players won't care, as the beautifully balanced gameplay and the challenge posed by the excellent Al will have become addictive Compared to its competitors, Iron Storm eclipses them in terms of scope, game parameters and

In terms of drawbacks, there really are no significant ones. The sound is certainly adequate at best, but it is probably superior to that of any preceding strategy game. And although gameplay hasn't

control interface.

Although the animations ore fun to water when you reolly get into this to be wiffing, you'll probably furn it



hooked on this gome, this will be all you

need to satisfy yaur killer

MUSIC & SOUND FX

became

122mm guns + Infantry = Toast.

fram, Iron Storm gives you the most firepawer for your simulation dallar.

Destructive bays

need their toys.

With aver 500 weapans to choose

GRAPHICS

INNOVATION

 Great battle onimations help to moke the gome mare accessible.

No great innovations in gomeplay, but strat fans will still love it.

Call me kooky, but I sort of go far that military battle morch sound.

The explasions are OK, but there's not much beyond that.

Real-time 3D polygon graphics are the payoff to your strategic decisions.

SHIS GOULT

500F

But if you keep those 3D animations on, expect some really long gomes.

REPLAY VALUE

Wow, you con be the U.S., Germans or the Jopanese. Ohhh, conquering goodness!

We're tolking 50 battles with 500 different weapans. I'm playing forever!

 Absolutely the most comprehensive WW II sim available for console.

 The balonce of strategy, realism ond gameplay will have you hooked.

ULT1MATE

PLAYSTATION 📉

PLAYERS / 1 **PUBLISHER / Data East DEVELOPER / Argonaut** AVAILABLE / now PRICE / \$50-60



When I saw the ingredients contained track-based shooter and FMV, I knew that this concoction could only lead to indigestion. - Roger Burchill

very now and then a game comes along that makes you wonder, 'What were these people thinking?' Even if there wasn't going to be revolutionary gameplay, you would think that people would copy from the best. Inexplicably, the designers of Creature Shock decided to emulate the worst that videogaming has to offer.

Which isn't to say that this game didn't have some potential. Creature Shock's game graphics actually look like some of the intro sequences I always rave about. But unfortunately, even the graphics are on the grainy side, and the dismal gameplay is reminiscent of the FMV shooter, Sewer Shark. What this means, of course, is that all the player really does is move a targeting/directional icon around the screen and fire when attacked. And since the gameplay is trackbased, there is minimal interaction with the game environment and no decision making structure independent of what the designer deemed the 'correct' path. Even the polygon shooter that serves as the game's first level is track-based and once again, features gameplay reminiscent of the worst examples of this genre. Who really wants to pilot a nondescript cube of a space ship as it follows a predetermined path?

Ultimately, the most disappointing part of this game is how its design flies in the face of what is generally considered 'next generation' gaming. 32-bit gaming is supposed to take us to new frontiers and new challenges. Creature

Shock serves as a reminder that the revolution in gameplay can only come with software that rejects the failures of the past. GP

captivating sequence chronicles monkind's desperate exploration of space and its sometimes



And when things go wrong, you can bet that some lone, underhero-type will be given the task investi ng and (of course) saving the universe



Before you really stort your adventure, you must first suffer through this track-based polygon shooter. Yes, it plays od os it looks.

Further olong, you're playing o track-based odventure game. Most everything is controlled by a single button and the directional pod - just click to choose your path... ..or if you hoppen to

be attacked, just use the same button to fire some rounds at your foul-looking,

evil odversaries Every now and then, there are some interest-

MUSIC & SOUND FX

ing-looking enemies you run into, but this does little to mask the inherently deficient gameplay.

 Unspectacular, but understated, sound won't onnoy you in this gome. The sound does nothing to add atmosphere.

GRAPHICS

1NNOVATION



 Rorely has the potential of 32-bit gaming been so under-realized.



The control interface is

GAMEPLAY

tedious, unchollenging ond frustrating. Game intro represents the worst of the genre.

REPLAY VALUE

 With two CDs worth of gaming, it will toke you a while to finish the whole thing.
Only the most determined will

bother suffering through this.

HEINOUS

Rendered graphics make

it seem like you're playing

The graphics have a

groiny oppearance.

on FMV intro.





PLAYERS / 1 **PUBLISHER / Electronic Arts** DEVELOPER / Bullfrog AVAILABLE / now PRICE / \$54.99

On the PC, the carpet could fly, but on the PlayStation, it's stainresistant and gets 60 mpg in the city! - Mike Salmon





Cast a fireball spell onto the ground and it takes damage, and it stays there the entire game.

Look at the innocent townspéople. Let them go about their way or destroy them. We know you'll make

Go Ahead, Make Your World

Completely changing the terrain puts Magic Carpet in a class by itself

Leave the pretty forest alone or make it burn, the choice is yours.



By using the possess spell, you can acquire tawns and mana, all at your evil command.

GAMEPLAY

REPLAY VALUE

Over 16 mind-boggling spells keep you intere The game gets tougher and more camplex the deeper you ga. It's hard to put down.

 Combines flight sim, shooter, RPG, and Sim City-type games into ane great package.

There is repetition from level to level.

ver a year ago, Magic Carpet for the PC stunned the gaming world with its smooth graphics, rich gameplay, and complete fantasy world. A year later, there still hasn't been a game that even resembles it.

The graphics aren't nearly as impressive as most PlayStation games, but what makes Magic Carpettly (besides the magic) is its deep gameplay. Combining elements from flight sims, RPGs, shooters, and other sim games, like no other game has ever done, makes Magic Carpet something special. The danger is that a pure flight slm tanatic is going to find the flying too trivial and the same goes for RPG, shooter, and sim fans. However, in the end, Magic Carpet manages to connect these styles in an inoffensive and

eniovable fashion.

Bullfrog, the heady developers of Magic Carpet, Syndicate, Populous, and Theme Park has created a rich 3D landscape for would-be conquerors to bend at their will. So as you fly along on the cloud-bound carpet, you build castles, possess towns, battle other sorcerers and completely alter the world you're in. Missed spells leave marks in the ground and some higher level spells, like Earthquake completely change

the terrain. This means that each time you play Magic Carpet the world is going to be totally different.

All these factors point to one thing: If you haven't had a chance to play Magic Carpet, then it's time you did. GP

If it's not one of those flying worms, it's the other Sorcerers trying to keep you down.



You can put your castle anywhere you see fit and then you can make it even bigger.

MUS1C & SOUND FX

INNOVATION



 Network play was eas-ily the best PC feature and it's not here.

GRAPHICS

Just the kind of music

you'd expect to hear on a

Sound FX are awe-

sound af trees burning.

some, especially the

flying carpet.

Rich 3D worlds and some real nice art.

A year ago, this game on the PC was graphically amazing. Now, it's just kinda average.

EXCELLENT



here weren't any sports games ready for review this month, but I've got enough hot previews to fill up an entire issue of some mags. I strongly believe in using every page of this sports section for sports videogame information and nothing else. mean, if you want an interview with Michael Jordan, get Sports illustrated, but if you want to know the good, the bad, and the ugly about every sports game on the market, then GP Sports is THE only place to go

The seemingly endless steam of 32-bit sports games just keep coming in. You get a look at three basketball titles, a Soccer game. and eleven (yes, I said eleven) baseball games this month. The PlayStation is host to the on-court battle between Sony Interactives' NBA Shootout and EA's NBA Live '96, and I give you a detailed look at the early development of these two fierce rivals. Then, with the baseball season finally starting on time, it'll be nice to get an early look at which developers are able to capture America's pastime the best

Next month, look for the a ton of reviews in the sports section. You know I'll tell it to you straight because I play sports games and know that nothing is worse than getting that brand new game home and finding out that it plays like a snail. doesn't include real players, and doesn't even track stats. Until next month, start getting excited about this long list of sports goodness and don't bet against the Rockets (even without Clyde)



c The screen is so crowded with unnecessary information that it makes seeing the field real hard, QUITE 1 and, when trying to track down a fly ball, it can be real frustrating. WINDOW 10HPH

The early version I've been playing features fully polygonal characters and the full players' license. It also features a season mode (unlike In The Zone) and has most of the standard simulation features. Some of the problems with Bottom Of The Ninth are in the gameplay. The outfielders are real small and it's nearly impossible to judge fly balls, since the camera doesn't show your fielders until it's too late. The pitching also seems a bit simplistic, but these are problems that

fter seeing the

sive NBA In The

Zone, I couldn't help but get excited about Konami's next sports title. And with its football game being delayed

indefinitely, Bottom Of

The Ninth is that next

graphically impres-

game is final If nothing else, Konami has proven that polygon baseball players can be used effectively, but the question remains - is there any advantage to using polygons in a baseball game, unless they can be dramatically smoothed?

could be easily fixed by the time this



Full simulation features, like Season Hay and Statistical leaders, are gladh included in Bottom Of The

Real players and their real

numbers give

you a chance

to step up to

Big Unit.

TRUC

BOSTON

CHICAGO A



ENVENTE FACE

Sony Interactive For PlayStation

ony's attempt at world domination (or at least PlayStation sports game dominance) continues with MLB Pennant Race. Sony is the only company to acquire both the MLBPA and MLB licenses, which assures that it can re-create the stadiums, home and road uniforms, and players completely. I saw a bnef glimpse of this game in San Diego a while back and it was already looking awesome. Even though I haven't seen this one lately, it is easily one of the most-anticipated titles at my desk. The people working on MLB know baseball and videogames and I'm sure they are going to put forth a class-A title.

Next month, we're going to get a tull report on this game, along with as many screenshots as we can squeeze out of Sony.

WAR. 87.2

Electronic Arts For PlayStation

ithout a doubt, NBA Live '96 for the Genesis is the current Basketball sim champion. So what could EA add to the PlayStation version to make it even better? Well, they could've

added polygonal players, fancy motion-captures, and an announcer. However, EA decided not to tamper too much with their successful title, leaving almost all of the gameplay the same, rather than risking a technological wonder that's lacking in gameplay. Because of that, NBA Live '96 for the PlayStation looks just like you would



da you kick it out to 3-D for the trey,

good ploying ongle and a chance to see the dominating 76ers (yeah, right...) go to work



era, same floating players, and same depth of play. The game graphics have been considerably upgraded from the Genesis version, with 3D stadiums and an overall crisper look. Still, NBA Live '96

isn't the best-looking 32-bit hoops title, but it is the most complete and playable thus far. The preview version I've been staying awake nights. playing suffers from the same problems that kept Live from being the perfect hoops game on the Genesis. The players appear to be skating on the court, posting up is mostly useless, and going to the hole for a basket can be entirely too easy, and things like Shaq knocking down 14 threes in one game shouldn't make it to the final version (please!).

Most of those same problems

hurt NBA Live for the 16-bit systems, but the rest of the game always made up for it. Same herethe pure excitement of driving the lane as Penny Hardaway and either tossing up a lob for Shaq, gliding in for a finger roll, or kicking it back out to Dennis Scott for the three more than make up for some of the small problems. There are still problems we would like solved, but until someone else manages to upend NBA Live as the best hoops game, these flaws have to be tolerated.

There is a choice of camera angles to play from and they all work as well, if not better, than the old 16-bit view. The camera is closer, which makes it easier to see what's going on and gets you much more into the game. Overall, the game just has

that same complete feel of the 16-bit version, with more features and options than the other games combined. All the stats, options, players, plays, and features are included, to make NBA Live my early favorite in the war for the best b-ball title. Until I get reviewable versions of all the games, there will be no crown given away. Stay tuned.



choices are yours

OFFENSE: CRASH BOARDS: ON DEFENSE:"- FULL COURT PRESS PRESSORE: NORMAL > STRATEGY SETTINGS The massive omount of realistic plays make you the coach, then you have to

go to the floor and execute



Nothing can beat the feeling of get ting hot and burying the threes re Kerr is in a zone'!

PHOENIX

NO BULLS

Make all the trades to load the Worriors up with their new line-up, then toke it to the caurt and to make them win (ask Rick Adelman, it oin't easy).





just slams





PG 11 B. ARMSTRONG PG 12 Coles SF 7 KERSEY PF 42 WILLIS SG 20 J. BARRY

C 33 MOURNING PF 25 GATLING SF 30 OWENS SG 7 CHAPMAN PG 10 T. HARBAWAY



NBA-SHOOF OUT

Sony Interactive For PlayStation

ith the success of NFL Gameday and NHL Face Off already under its belts, and the fallure of the miserable ESPN sports series long behind it, Sony Interactive hopes to take the lead in its third major sport. In The

Zone was the first hoops game to grace the PlayStation and it looked like a real winner, but the lack of any simulation value whatsoever leaves the basketball title up for grabs.



All of the camera angles keep you at a distance from the players, but you can see who you're passing to.

That's where NBA Shoot Out comes in. The developers really worked on making Shoot Out a complete basketball game. They wanted the graphics, the control, and the simulation all to be intact. Judging from the preview version I've been playing, they have managed to get bits and pieces right, but are still short of the basketball experience I'm hoping for.

The players look real crisp, the reflections on the court are nothing short of breathtaking, and even the squeaking sneakers are done nicely. However, there are definitely some problems with Shoot Out, and hopefully the developers can fix these problems before the final version. No matter which of the seven views you choose, the players are too

small. That wouldn't be such a problem if it weren't so tricky to maneuver between defenders. Whenever you run into another

player, you just stop, rather than colliding or slipping past. This causes a much slower-paced game and can often result in frustration. Games like NBA Live always erred the other way, making games too fast and easy to get to the hole, but NBA Shootout does need to add some of the slashing moves to increase realism and make the game more exciting.

Another problem with the early version of Shoot Out is the stiff control. The players' motioncapture is completely realistic looking, but it often takes so much time for the motion-capture to finish its movement that you never really get full control. For example, you press the jump button, then watch your player jump, raise his hands and then land. By that time, the opponent has had plenty of time to pass the ball around for a score. You also aren't able to jump in any

counterparts resemble them,

direction. You can only jump up and down. It's exactly that kind of stiffness that NBA Shoot Out suffers from. I'm not saying that NBA Shoot Out isn't already a good game, it's just that in order to satisfy Every player in the NBA is included, except the usuals: Jordan, Magic, Charles. They each have a picture to identify them and their polygonal

Jumping for a block or rebound is a very stiff process, making it tough to do.

in most cases. That, along with the ability to call plays (although only a handful of plays are available in this version), makes Shoot Out much more intriguing as a sim, compared to In The Zone. However, from what we've seen so far, NBA Shoot Out needs to finish strong in order to tackle the mighty NBA Live '96 (opposite page) as the PlayStation hoops

real players (with photosi s you a chance to see more of the Worm (man, is

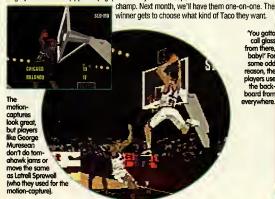
he ugly)



you move in close to see just how good this gome looks. Check out Penny with the monster jam



Complete stats



You gotta call glass from there. baby!' For some odd reason, the players use the backboard from everywhere.



Interplay For PlayStation

he guys at VR Sports are taking their games very seriously and baseball seems to be getting most of their time. I just recently saw some video footage of the players' faces, which have video textures over the polygons, and they look amazing. The uniforms also look mighty impressive, but no sign of gameplay yet. Perhaps next month I'll get a chance to dive into VR Baseball, but until then, know that this game is getting the complete Major League treatment and is coming along nicely.

THE FREE FREE

Crystal Dynamics For Saturn/PlayStation

ou know, I've been giving you information on this game since the Bush administration (slight exaggeration) and not much else has been heard either way. The only screens I've seen are of SGI renderings. Once I see this play, I'll have a much better idea of what to expect. As for now, your guess is as good as mine.



Psygnosis For PlayStation



players in the head and knocking the goal tender over with a super kick are some of the features that make Power Play so interesting.

You can play the game as a sim or as a knock-down dragout arcade-style soccer game. Either way, Addidas Power Play Soccer looks to be an awesome entry into the crowded soccer field. More on this next month.

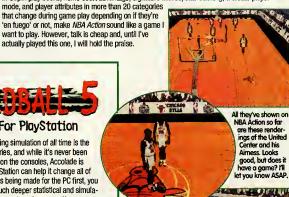
FEERE

Sega For Saturn

he long-awaited first Satum basketball game from Sega Sports is finally getting closer to completion. On the Genesis, NBA Action Starring David Robinson was never able to compete with EA's basketball titles, but on the Saturn, NBA Action is the only hoops game featuring a players license, which definitely gives it a head start.

Every arena is texture-mapped, complete with astonishing detail, as you view the game through either the ball cam, player view, or view from above. The play-by-play is brought to you by Mary 'YES!' Albert, and if Sega can get the same kind of play-by-play they got for World Series Baseball, then it might actually add to the game. All 29 NBA teams and over 400 players ensure that most of your favorite players are going to be at your control. Features like in-depth play books, home court advantage, signature moves, stat-tracking, a create player

that change during game play depending on if they're 'en fuego' or not, make NBA Action sound like a game I want to play. However, talk is cheap and, until I've actually played this one, I will hold the praise.



The graphics look deep statistics

LAYER EDIT

Accolade For PlayStation

he best selling simulation of all time is the Hardball series, and while it's never been able to win on the consoles, Accolade is hoping the mighty PlayStation can help it change all of that. Because Hardball 5 is being made for the PC first, you can expect it to have a much deeper statistical and simulation approach than some console-only games. However, it's also true that the speed, graphics, and playability are likely to suffer.

Hard Ball 5 features 40 stadiums, 40-man rosters for each team, complete players' license, fantasy league play, ten skill levels, minor leagues, and play-by-play from Al Michaels. Hardball 4 had some great features' but fell short in many gameplay areas. Hopefully, Hardball 5 can correct those and be the true simulation some fans are waiting for.

THE SHOW

Virgin For PlayStation/Saturn



Irigin's already put together the amazing MHL. Power Play '96 and now it's working on The Show. The PC screens we've seen look real nice. The inclusion of real players and some advanced Al should make this an interesting title, in the next couple months, I'll give you a chance to see some more of this game.

Sharp digitized players look great, but can it compete with the rest?

TAKE ME OUT TO THE 3D-RENDERED PARK

With more baseball games than you can count on the way, getting an honest opinion is very important.

here are nine baseball games scheduled for release on the PlayStation this year, not to mention a host of titles for the Satum, Super Nintendo, and Genesis. How do you wade through the massive amounts of titles to find the game you want? The best way to do a tils keep reading right here, as I perform my monthly 'show and tell' of sports games. This month I've given you a complete look at the baseball titles on the way. This should give you an idea of what to expect, so you don't just buy the first baseball game that comes out, because often they aren't the best. Some of these games are still heavy in development, so the information I have isn't complete, but when more becomes available, look on these same pages for insightful, and often insidious, observations.

The lack of any real players,

KENEGRIFFE AND THE WANNING RUNS

Nintendo/Rare For Super NES

The most successful Super Nintendo baseball game is back for another season. You'd think that being piled in with all these monstrous 32-bit games would make Winning Run pale in comparison, but the screens I've seen look great, even better than some of the 32-bit games. Rare, the UK makers of

MARINES

BOTTO TON STREET PLAY IN
BOTTO TON
BO

The batter's view looks great and so does the view for fielding. A far improvement from

the original.

he players do
have some
detailed
ratings,
but this
is not
a sim!

DKC and Ki, have used its rendering tools to make this game look as good as it can on the Super Nintendo.

The same hymotopic approach has been taken in this second affort, with even more cray gains.

The same humorous approach has been taken in this second effort, with even more crazy animations. You can play in a league and pretend you're simulating a season, but the charm in Winning Run is in the pure arcade action of the game. This isn't for baseball fanatics, but for videogame fanatics that don't despise baseball.

Wonled Sentes

Sega For Saturn



The first WSB for the Satum is the best baseball game to date and this time around, all 28 stadiums will be done. The fast-playing engine is going to remain similar, which is good news. I haven't seen anything on this, but the promise of all 28 stadiums and some more sim elements is very exciting.

The best baseball game on the 32-bit systems is still World Series Baseball.

Triple=2km=97

EA For PlayStation

The only sport EA Sports has yet to conquer is baseball and last year it moved closer with *Triple Play Baseball*. The combination of sim and arcade made *Triple Play* the second to best baseball game last year (WSB '95 was best), and on the PlayStation EA promises much more.

I've seen the Japanese 3D0 version of *Triple Play* and, while the graphics aren't on par with other PlayStation baseball games, it does play real smooth. Expect some major graphical enhancements and all of the usual EA thoroughness in regards to features.

The Japanese 3DO version gives you an idea of what to expect from *Triple Play*, but there are still going to be improvements.



reviews

Once again, we drag out all of those reviews that we slaved so long and hard over, boil 'em down to about two or three sentences and cram them in with a bunch of other reviews that have suffered the same degrading treatment. What can we say? We just can't help ourselves!

WIPEOUT SONY INTERACTIVE FOR PLAYSTATION Review, 8#11







LOADED INTERPLAY FOR PLAYSTATION Review, 9#1





to you agree with our reviews? If not, we want to hear n you. Write to: You Got it Wrong; Game Players; 150 North Hill Drive; Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... GP
denotes ames reviewed last month

AGILE WARRIOR

Vir In for PlayStation; review, 9#1

There may be people out there who will enjoy this, but we can't understand why. The plane is anything but egile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missing here is the fun!

LONE IN THE DARK Interplay for 3DO; review, 9#1

Here's a sequel where the developers fixed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through

OVERALL 81%

ASSAULT RIGS

5 ny Interactive for PlayStation; review, 9#3

Hey, do you remember Tron? Well, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool

OVERALL 78%

Atari for Jeruan review, 9#3
The premise here is simple: ALL MUTANT PENGUINS MUST DIE!! Gof it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is coo

OVERALL 88%

BATTLEMORPH

Atari for Januar CD: review, 9#1

is title is a must-have for all Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater!) really gives this game an edge! You need this one

Studio 3DD for 3DD: review, 9#2

With 50 different arenas and 27 different types o weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it - this game is very cool!!



OVERALL 96%

BREATH OF FIRE 2

Ca. o m for Sub or NES: review. 9#1

While the original Breath of Fire was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you gro

OVERALL 66%

Studio 3DD for 3DD; review, 9#2

This game is just like your life; no matter how the scenery changes, you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.

OVERALL \$4%

CENTER RING BOXING JVC for Saturn; review, 9#3

/hile this type of game isn't as popular as fighting games, boxing names do have their fans. This game allows you to customize and ain your boxer and then turn him loose in the ring, where he will obable suffer some kind of brain damage! It's a good game

OVERALL 79%

WHAT YOU THINK

Your review of Mortal Kombat 3 for the PlayStation got a 77%. It does not deserve any more than a 60%. I would rather play Tetris for the Game Boy.

Mike Griskaubas. Sharon, CT

ega for Saturn; review, 9#4

ere's an extremely well done game with only one problem: there re only 12 types of enemies in the whole game! Other than that, this isc has a lot of goodies on it, including the original Clockwork Knight me. How can you lose?

OVERALL 79%

· COLLEGE SLAM

Acclaim for Su, or NES: review, 9#4 OK, what we got here is NBA Jam, only with college players. While rou can enter your own names for players and edit their stats, the layers pictures aren't available to change, so you never quite get the eling of being the actual college teem. It's your call

OVERALL 69%

ic Tokai for Pla ton; review 9#1

lot only did this game win an award for best opening FMV sequence, out its beautiful graphics and cutting-edge sound effects are sure to aptivate you. While the game controls score high in innovation, their unctionality leaves something to be desired

OVERALL 81%

CUTTHROAT ISLAND

cclaim for Super NES; review, 9#2

ere's an 8-bit game masquerading es a 16-bit game. The graphics tink, there's no gameplay to speak of and the designers even icluded a dreaded mine cart level. THE HORROR! The only good thing about this game is that you're nof required to play it OVERALL 31%

er las for Plas Station: review 9#3

This graphic adventure is a kind of transition point between what his type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rolls.

OVERALL 70%

CYBERSPEED

dsca for Pla Station; review, 9#2

Try to think of this game as the poor man's WipEout. While the game does have several fascinating angles to it, these same angles re the games downfall. While WipEout lets the player get right into he ame this ame's learning curve is very steel and frustrating

OVERALL 79%

cclairn for Saturn; review, 9#3

This version of the ever-popular scary game has been 'improved' hat that means is that they've tried to fix some of the problems nherent in the 300 version, and pretty much failed at it. It's still a eally scary game, though it's just a bit slow!

OVERALL 79%

• DARIUS GALDEN

Acclaim for Saturn: review, 9#4
This is a totally uninventive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really ig, fish-like bosses, this game would be e total loss. If you like 16bit-style shooters on your 32-bit system, go for it, otherwise.

OVERALL \$3%

This is probably the best 20 fighter out there, but let's face it -IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how nuch life can be left in the old genre? Still, this is arguably the best 20 fighter out today. It's still worth a play.

OVERALL 71%

DEFCON 5

Data East for Play \$12 tion: review, 9#1

f you like doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with brains and a plot. Great music and sound, too

OVERALL 82%

tari for Jeguar, review, 9#3

7th its solid gameplay, this game was once the champion of the cades. Now, it's still got solid gameplay and it's still fun as all ell! Along with the original game, there are two other versions with etter graphics, but the original is still the be-

OVERALL 81%

DESCENT

nterptag for PlayStytion; review, 9#4

it weren't for the fact that the graphics really hadn't been updated rom the PC to a 32-bit console, this game might have gotten an litimate award. This claustrophobic, disorienting game is really a oot! The mazes will drive you crazy! Get this on

OVERALL 84%

OKC2: DIDDY'S ONG QUEST NINTENDO FOR SUPER NES Review, 8#12

and he's got a girl rlend! This game is even better t he original DKC! This title is more fun han a barrel of monkeysi Yow!!!

WORLD SERIES BASEBALL

SEGA FOR SATURN Sports, 8#12



OVERALI

EARTHWORM JIM PLAYMATES FOR GENESIS Review, 8#12

the zany antics that made the



SEGA RALLY SEGA FOR SATURN Review, 9#1





What we've got here is a near-perfect

Domark for 3DO; review, 9#1

If you're really a flight sim fan, then you should maybe think twice before buying this game, the game control isn't all that hot, with many maneuvers requiring multiple button mashings on a splitsecond basis. This game is neither dull, nor exciting,

OVERALL 75%

GARGOYLES

Disney Interactive for Genesis; review, 9#1

From out of nowhere, Oisney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to Demon Crest, Gargoyles is a much better experience

OVERALL 85%

One tal Dynamics for PlayStation: review, 9#3
If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help it you're a big Dana Carvey fan, since he does the lizard's voice.

OVERALL 81%

GHEN WAR

Sega for Saturn; review, 9#1

You could consider this game as the next step in Doom-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you love first-person combat, this is the game for you.

OVERALL 81%

Se la for Satum: review 9#3

While there is next to no draw-in and a total of six different tracks. this game suffers from really blocky graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

OVERALL 81% MI OCTANE

EA for PlayStation; review, 9#2

The real part of this game is the way the three seem to swell an recede in certain points. The racers themselves look real geometric and lifeless. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

OVERALL 66%

for Saturn: review 9#1

title came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there Isn't any draw-in at all! This could have been an ultimate game if you could race against more than one car OVERALL 84%

IN THE HUNT

T*HQ for Play station; review 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't leff-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

OVERALL 51%

US Gold for Saturn; review, 9#2

Yee-haw! Slap that 30 round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

OVERALL 73%

JUPITER STRIKE

Acclaim for PlayStation; review, 9#2

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bereff of any kind of control. This should be called Jupiter Strikes Out

OVERALL 48%

WHAT YOU THINK

What is the hell is wrong with you guys? I can't believe you gave Comix Zone a 72%. It should get an 86%. The game has totally awesome graphics.

Brian Kitchen Thorndale, PA

Studio 3DO for 3DO; review. 9#1

This game is kinda like a cross between Doom and 7th Guest. While there is a lot of shooting going on, undemeath it all there is a hell of puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look! OVERALL 83%

KING'S FIELD

Ascii Entertainment for PlayStation; review, 9#3
This game is a very entertaining mix of action and APDI Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which pe of game it wants to be ... But, it's still way cool!

OVERALL 84%

oga for 32X: review 9#1

f you've ever wanted to be a hummingbird with an arsenal of deadly eapons stashed in your beak, then you gotta check this out! Otherwise, once the really stupid premise wears off, all you've gof here is a 2-D shooter.

OVERALL 63%

KRAZY IVAN

Soor Interactive for Pla Station: review, 9#4
Who's got complete control over a 70-ton mechanized warner, loaded to the gills with all kinds of deadly weaponry? Why, Ivan does! ANO HE'S CRAZY!!! This is a beautiful, fluid game that is just a bit too hort, sadly. Give it a try!

Time Warner for Saturn; review, 9#1

Here's the game to get if you want to play pinball at home. This title feafures four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

OVERALL 74%

· LUCIEN'S QUEST

Panasonic for 3DO; review, 9#4

Everything about this RPG is dead average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said — average

OVERALL 54%

Natsume for Super NES: review, 9#1
Back when fishing consisted of grabbing a sixpack and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has.

OVERALL 49%

MEGA MAN X3

Cap com for Super NES; review, 9#1

Once again, Mega Man is back with more of his familiar side scrolling action. This time, Doctor Wiley is dead and an evil robot is unning the show. You do have the option to play as Mega Man's buddy, Zero. If ou like MM, get this game

OVERALL 81%

Atari for Januar; review, 9#3

Most of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

OVERALL 83%

. MUSEUM CLASSICS VOL

Nameo for Pry Station; review, 9#4
The best part of this disc is the the fact that seven games — even

If they're not all that great - are still better that just one game on a disc. Unfortunately, only four of the seven games here are worth oming back for. Oh well, Pac Man is still tun OVERALL 66%

Seu a for Saturn: review, 9#1 Here's the first, true RPG for the Saturn, and Brother, it's a good

one! Known as Riglord Saga in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-0 charcters and landscapes are awesome OVERALL 81%

PHILOSOMA

Son, for Pla-Station: review, 9#3
This is a sprite-based shooter, There will be lots of tendon-damaging turns and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't ever changed the genre. Oh, wel

VIRTUA FIGHTER SEGA FOR SATURN Review, 9#1





ver! If you own a Saturn and you don't

99%

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Time Warner for PlayStation: review, 9#2

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 20 fighter with a simplistic combo system. So, if you need fighting dinosaurs, get this game. Otherwise, it may be a bit extinct.

OVERALL 74%

PSYCHIC DETECTIVE

Electronic Arts for 300: review, 9#3

Trent Ward said this game was about as much fun as a Love, American Style marathon. Actually, this game is only slightly more fun than a mulbple root canal. You'd be better off just leaving this one all alone on the shelf, OK?

OVERALL 28%

C stal D namics for Saturn review 9#2
While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging, In fact, he kept going back for more! So give this title a try! You won't be disap-

OVERALL 73%

SPIDERMAN: WEB OF FIRE

Se_a for 32X review 9#3

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that lelt good! There isn't one thing in this game that hasn't been done before somewhere else - and better, tool So everyone repeat affer me... THIS GAME SUCKS

OVERALL 36%

Sony Interactive for PlayStation: review 9#1 How cool can this get? You drive around in a really seedy neighborhood and blast away at other cars with every weapon you've got! Man, life just doesn't get any

90%

VECTORMAN

game of all time, it is a truly great action game. The lighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'



Koei for Sur er NES' review 9#2
This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! if you love war, you'll love this!

OVERALL 90%

• RESIDENT EVIL

Vic Tokai for Pla Station: review, 9#4 Sing along, everybody! Blast those zombies in the head.

Oo-dah, do-dah! Make sure that they're good and dead! Oh, do-dah day! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This pame rocks!

OVERALL 92%

Acclaim for Genesis: review, 9#2

Everything about this game sucks, from the lousy graphics, to the homble music (Aerosmith? Yuch!), to the astounding lack of gameplay! Let me repeat that, just in case you're deaf from going to too many rock concerts - this sucks!!!

OVERALL 29%

ROAD RASH

Electronic Arts for Pla Station: review 9#3

If you've never played this game on any of the millions... Oh alright. hundreds, ot systems that it's been on belore, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

Vic Tokal for Play station: review, 9#4
Yeee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner!

OVERALL 83%

SKELETON WARS

Pla Tates for Saturn: review: 9#3
This is really weird... You've got a 20, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot.

OVERALL 79%

What you Think

You guys are really weird! You gave College Football USA '96 an 82%. I'm not the biggest freak about sports games, but I would have given this game a 92%!

> — Matt Dillon, Jacksonville, AR

cclaim for Genesis: review, 9#3

ow! Here's a game about a bottle cap! How... uh... cool. Yeah, hat's it. It's ... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah.

OVERALL 63%

STREET FIGHTER ALPHA

Carcom for Play station: review, 9#3

re's that game again, for the millionth time. Frankly, there are beter fighting games out there, but if you leel happy giving the same company your money for basically the same game, with a lew changes, then go right ahead.

OVERALL 87%

Set in your chopper and blast the crap out of the enemy in this innovative helicopter sim! While enemy vessels and parts of the terrain do kinda just 'pop in' to the screen, the action is fun, fast and furious!

OVERALL 86% TOY STORY

ney Interactive for Genesis: review 9#1

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than Clockwork Knight!

better than this! Yeee-haw!

Se a for Genesis: review 9#1 While this game may not be the 'most revolutionary

OVERALL 90%

EA for Play station: review, 9#2

This is kinda like Zaxxon on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

VIRTUA COP

Se la for Saturn; review. 9#1

Let's see ... You're a con and all you do is not around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stunner will be bright orange in color.



OVERALL 92%

ly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hooo! This is one game that really shows off the power of the PlayStabion! The only drawback is there's only six levels.

on Interactiva for Pla Station; review, 9#1



OVERALL 92%

WING ARMS

Se a for Saturn: review. 9#2

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot ol fun. Oh, one more thing -- how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

Acclaim for Satum: review, 9#3
What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you need the sweet action of the arcade hit in your home, then get this game!

OVERALL 72%

ZERO DIVIDE

ime Warner for Play Strion: review, 9#2

What we've got here is an excellent fighting game — that, unfortunately, is In a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime.

OVERALL 80%

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Imagine if there were no place to take all of those quarters that somehow end up in your pocket everyday. You'd soon have no space left on your dresser at home. Next, you'd have huge paper sacks of quarters in every closet! Thank heaven for — The Arcades!

Street Fighter Alpha 2



here's the bloody '3'?! Street
Fighter and its many incamations have been undeniably
some of the best fightling games ever made,
but with as many as Capcom has made, it
still hasn't used the number 3. However,
using 2 doesn't seem to be a problem —
SFII, SFII Championship, SSFII, SSFII Turbo,
and now SF Aloha II.

The first Street Fighter Alpha was a collection of characters from throughout the Street Fighter series in a showdown, it featured a

new meter, Alpha Counters, and the same balanced fighting that makes Street Fighter games so good. In Alpha II it looks to be more of the same, this time the meter is jagged so it's easier to tell which level it's at. Also new to Alpha II ere Gen, Rolento, and Sakura (school girlf). Returning from Street Fighter II are Zangeif and Dahlsim. All new backgrounds and the same anime-style graphics are definitely worth getting excited over. No doubt it is going to be just as playable as any Street Fighter game, but what new features are being added we're not sure. We do know that it is coming out before the much-anticipated Street Fighter 3, so the wait continues. But until SF3 does come out, Alpha II provides great nostalgia and some really great gaming.





Dhalsim brings his long legs and fire-breathing ways back from SFII to torture Street Fighters past and present.



COIN-OP

back from the massive ACME arcade show in there is going to be a full show report. Expect even more on Dirt Dash, War Gods, SF Alpha II, and all the other arcade games you'll be playing this sum-mer • Mortal Kombat fanatics will be glad to know that work on MK4 is under way. The game is said to be 3D with digitized characters (much like War Gods), and according to its makers Speaking of War Gods stories from the designers about Kerri Hoskins. Blade, va va voom) that she's appearing withoutfit is so tight that they actually had to glue it on her (A job | wouldn't have minded). . KI 2 is still getmixed. The true fanatics are just glad to have more sive game at the arcades. but now, with Soul Edge. doesn't look so hot. We've issue for those that are on Daytona 2 for the arcades. We hope to get show. . Here's to hoping to get. After all, who the AMOA show first (Soul Edge, Time Crisis.

Extra Play Manx TT: Super Bike

ight from the crazy Japanese announcer saying, 'Manx TT, Super Bike' like no one else can (except Patrick, but he's been practicing), this game is even better than it looks. The graphics are even sharper than Indv 500, and the speed of the game is simply amazing. The best part of Manx TT is wrapping your

legs around the responsive bike. When your bike gets hit from behind, you can actually feel your bike fish tail, and

when you go offroad, the bumps you encounter are liable to give you motion

Go off the road and hit bumps like these ond you'll feel it shoke, moking steering difficult. Awesome realism.

sickness. As with all of Sega's arcade racers, the control is unbeatable. You lean sideways for the gentle turns and on the sharp turns you lean all the way to

> The reactive bike, great sound, and crisp, blg-screen graphics moke Manx Ton experience you won't wont

the side and slam on the brakes for a sharp power slide. It can be hard to control, but once it's mastered, it is awe-

some. The two tracks available are both beautiful and decidedly different, but more tracks would definitely be nice. Despite that, the race is so tough that you'll find it hard to even finish for the first \$20 you spend.

There weren't any linked machines at the arcade we visited. If they manage to link these machines together, Manx TT could be one of the more entertaining arcade games of the year. Definitely one you should check out.



ond forth. An arcade game and some exercise o rare combination.



Williams

ou know that 3D digitized characters have never been done, but War Gods is doing exactly that. It's combining the realistic actors and actresses (oh, Kerri) digitized and wrapped around polygons, so that they can move in 3-D. Dramatic camera angles and blood are what promise to make War Gods one of the



most anticipated titles of the year. The screen shots are coming along slowly, but what we've seen so far is real nice. More on this as it comes available.

of the race. Manx TT

is gorgeous and

man, is it fast.

These ore all the screens we could get by press time, but man, do they look good.



Last Bronx

Sega





ne thing you can say about AM3 is that it's real busy—a couple more games are on the way. This one features polygon fighters in a city backdrop. The model 2 board is used to get the smooth characters onto the screen. This one appears to feature weapons for each character, other details are sketchy. But after the fun we've had with Fighting Vipers, this is a very exciting title. Stay tuned for more.

Swooping cameras reveal the detailed 3D arena, although it doesn't look much like the Bronx.



The only two fighters revealed are a nunchuck-bearing guy and a girl in commys with some big sticks.





Batman Forever

Acclaim

cotaim has been responsible for bringing some of the best arcade games home to the consoles, like Mortal Kombat I & Il and NBA Jam. Until now, it had never been responsible for making an

arcade game. Batman Forever is the company's first coin-op title and should already be on test at some arcades near you.

ATRITE.

The dynamic duo and the souped-up batmobile are exactly what Batman fans want in an arcade game. The question is, do arcade gamers want them in a game?

Gotham City's seedy underbelly. Two-Face and The Riddler come straight out of the movie to wreak havoc and attempt taking over Gotham

City. The high-resolution graphics scale in and out to give the game a 3D feel, but while the graphics are a big improvement from home console versions, they aren't on par with other arcade titles.

Batman Forever is

a one or two-player

select either one of

the Dynamic Duo as

they venture through

fighting game in which players may

Fighting as Batman alone increases the challenge, and the graphics are nice, just not mind-blowing.



The one new technology Acclaim does bring to the arcades is RAX audio technology, which really allows players to get aural pleasure from the soundbites and musical score from the movie. RAX audio technology is a high-fidelity software compression technology that can easily translate any existing audio source material into solid-state digital sound. This allows programmers to include virtually any sound they want without translating or re-programming. We haven't had a chance to play Acclaim's first arcade effort, but we do fear that the game could be a notch below the top arcade titles.





lade New York

Sega

Sega's AM3 is also hard at work on a polygon helicopter game. It looks to be some sort of high-tech sequel to *Thunderblade*, and features huge explosions, detailed cities, exploding cars, and tons of action. Hopefully we'll get much more on this one after the ACME show.



This is the attack-chapper you man in this game. It looks ready to wreak some



Destroying cars and a city are definitely the best parts of this ane.



May 1996 GAME PLAYERS 85

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First, the bad news. As many of you Resident Evil fans may have already noticed, last month's super strategy wasn't, err..., exactly correct. This is due to the fact that those nutty folks at Capcom decided to make a few changes in the final release version of their game from the 90% Beta version we used for the first part of the strategy. Other magazines were also reportedly screwed over by these last minute changes, so the egg in our face seems to have been splattered collectively across the industry. But still, we send our apologies to our faithful GAME PLAYERS readers with the sacred promise that, yes, someone will definitely get their ass thrown in The Box for

Now, the good news. All those changes Capcom made have made analready great game even better. There are now more typewriters for those

ever so important game saves and the storage box system is now universally accessible. In other words, stick an item in a storage box in the west wing and it'll be there waiting for you when you open an east wing storage box! Sure, it doesn't make much sense, but it does make for moother gameplay.

Luckily, the puzzles and me structure haven't changed Tuch. Follow last month's strategy get by the game's obstacles. The only difference in the final version is at the items you receive for solving e different puzzles may differ from met we told you before. If that's not enough for you, here's the

only hint you'll need: the Star medallion is now located in the Hall of Paintings. Trust us, beyond that, you can handle the rest!

Tricks of the trade

One of the most important aspects of Resident Evil is monitoring and maintaining your health. Either as Jill or Chris, you will face many attacks and a variety of injuries. If you are lucky, you will have a health canister with you, if and when you are injured. However, since health canisters are few and far between, you will most likely need to consume some of the potted plants that are littered across the mansion and its grounds. The green, blue and red herbs are more plentiful and work just as well, when they are used at the correct time or in the proper combinations.

> The blue herb works os on ontidote if you hoppen to be poisoned by, ier's say, something like GIANT SPIDERS!

> > The red herb doesn't really do onything by itself. But what would hoppen if you mixed it with onother plont? Hmm...

The green herb is the most bosic health replenisher. Just use it ond you ore likely to see o minimal health upgrade most of the time.

Use the Combine commond in your commond menu to mix plonts to intensif their effects. Here's o list of what the combinations occomplish: Green Herb + Blue Herb: Will heal you better thon just the green herb olone and will clear your system of poison os well.

orson as well.

Green Herb + Red Herb: Will give you o complete heal replenishment no matter how bodly you are injured.

Green Herb + Blue Herb + Red Herb: Complete replenishment and gets rid of that pesky poison!

Red Herb + Blue Herb: You con't mix just these two.

Toke o moment to catch 🥊 your breath in the tool shed, since you've eluded that hell hound just in the nick of time. As you scon the shed, you'll notice some steps. Push the steps

some steps. Push the steps over to the shelves on the woll ond climb to the top. Here you'll see o cronk, pick it up ond keep it You'll need

it soon.

When we lost left our

favorite heroine Jill, she

nod used the Star, Moon

end of the rear passage

way. Admit it, you were

lucky to get her this far.

cruisin' easy street com-

pared with what you're

obout to face now...

Well, say your prayers

becouse you were

ond Sun Medollions to

unlock the door at the





As you exit the tool shed, you will enter a garden populated by a couple of, yup, you guessed it, hell hounds! There ore o few green and blue healing plonts here in the garden that you can collect if you oct quickly. Otherwise, directly to the left is o path to an elevator that is out of order (at least for now). Your best bet is to dodge the aftacks of the dogs and run for the gorden gate that is straight ahead.



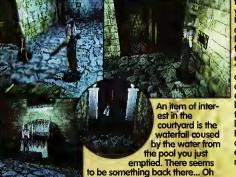


Begin running os soon as you climb up the lodder on the other side of the pool since a number of snakes will to start to drop from above yau. As long os yau are moving forword the snokes will not be oble to hurt you. Keep running oround the pool until

elevator that will take you to the

the tree bronches you reach on

milkbone another



well, better get your butt to the gate. You con olways come back later for o better look.

As you exit the elevotor, you will find yourself in o courtyord. Unfortunately, there is onother hell haund here, but at least there is only one. The elevator shaft for the 'out of order' elevator also empties into this courtyard. The second elevator is out of order becouse the battery that powers it hos been removed. Hmm, if o battery could be located this elevator sure could make life easier.



Fallow the path from the cauriyard and it will lead you to the guardhouse/darmitory. Of course, once ogoin, you'll need to either avoid the hell haunds ar waste them! Go ohead, we won't tell the SPCA. There ore olso a few health herbs here if you're inclined to stop ond munch.

First order of business when you enter the guordhouse is to push the statue up the hollway and caver that hole in the floor. If you don't, o nosty little tentacle don't, o hostly limit remade reaches aut and says, "Hi!" Actually, the tentacle doesn't do that much domage but it does become o little irritating after o while since you do need to poss through this hollway quite often.



The red door at the end of the first hollway is the entrance to the bar. Inside, there is a strange arrangement an the pool toble that must be a clue. But ore you willing to pay the price for this informatian? We'll see...

If somehow you monoge to survive the basement level, yau will need to return to the hive hollway ond enter the room with the numeric keycode panel at the entrance. Just to make life o little easier for you, the code you need to enter is 3, 4, 5.

Get buzzed

How you decide to explore the quardhouse is entirely up to you. But the key that you found in the hive hallway will let you access one of the bedrooms that contains a hidden passage way. This passage way will take you to the basement which contains a giant water tank. Now what if that water tank just happened to have sprung a leak? And what if that same water tank had some weird, hungry inhabitant? And further more, what if that inhabitant decided to have you for lunch? (And I do mean HAVE YOU for lunch.) Be prepared for one of the more beautiful and deadly stages of an already gorgeous game. Just one bit of advice, don't fight, just run!

As you continue to explare, you will find o hallway containing a giant hive. Quickly



run past the hive and search the table. You may just find the key to your success. If the nasty inhobitants of the hive happen to decide they don't like your kind round here. make o run for the nearest exit.



Inside, you will find a room with a bunch of chemicals. On the wall is the formula for the campound you need to mix and a list of the ingredients necessary for the mixture. You will need three empty battles and the following ingredients

for your concoction: 1 = Water

2 = Red Solution 3 = Purple Solution 4 = Green Solution Note: The highly volatile chemicals can only be mixed at the

sink inside this room.



The solution you need to mix is the V-Jolt solution. To attain the correct mixture, follow

these steps: 1 + 2 = 3

3 + 4 = 72 + 4 = 6

6 + 7 = 1313 + 3 = 16

The V-Jolt solution does nat remoin effective for long but it is very deadly when exposed to the roots of certain plant life. You haven't seen a plant recently, have you?

hate vegetables!

If you've been looking in the right places, you should have seen a giant plant root in ane of the rooms in the basement. Pull aut your V-Jalt solution and use it on the plant root and enjoy the show!



Aren't you dead yet?



woltz hight back into the woltz hight back into the monsion, didyou? Once you return to the monsion, you'll find it filled with a dizzying orray af the living undead. Some will be familiar old friends, but ramiliar old menas, but beware of o new breed of inhobitants called 'hunters'. They're sort of like o mixture of Freddy Krueger and frogs on steroids. They ore fast and extremely deadly.





Where Eagles Dare

After you've managed ta evade some of your new friends, make way to the lacked room clasest to the rear lacked room clasest to me rear entrance. Inside is an affice where you will find samething colled a 'Doom Book'. Use your cammand menu to check out the book closely by tuming the edge of it towards you ond apening the book. Inside you will find the eggle

medal in a safe ploce.



Haven't we met before!



Proceed to the locked door in the fireplace room on the second floor. Use your new mansion key to enter, but

make sure that you are healthy and well stocked with weapons and ommo before entering...





Scared New World



So you thought you had this whale monsion thing figured aut? Guess ogoin. Use o rope to climb down that hale and check aut that creepy tomb-stane. There's a whale ather warld down here!

There's o few nosty There's o few nost
types to watch out for
down in the bosement, but for the most
part, just search for
things you need and
head to the elevator in
the kitchen. Toke the
elevator up to thase
previausly inaccessible
second floor roon second flaor rooms!





There are twa libraries to explare an the secand floor.
The first librory features o secret raam hidden behind a bookshelf.
Push the shelf aside and enter to collect that battery you need for the second elevator in the courtyord and get a nice look at where you'll eventually need to ga — the helicopter pod!



It's a helicopter port!



We're a movin on up!

Pass through the first library to enter the second library. Push the button an the wall to turn an o spot-light. Push the statue to the spotlighted area and a book shelf will mayd expos-ing yet another secret room! Enter to find Durn Durn bul-lets for a manning bandaun lets for a mognum handgun. Naw if you just had

the gun to use these bullets



You got me seein' red!

As the door that exits this newly explored orea uses o passcode, you'll need to return to the kitchen vio elevator and toke the stairs to occess the lost locked room on the second floor. When you enter the room with the stuffed onimols, turn off the light and you'll see the eye of the deer's head shining. Move the steps and

retrieve the red eye from the deer while the room remoins dork. The eye turns out to be the red jewel that sure would look nice with that blue jewel you had o while ogo.





There's that blue jewel! Now go ohead ond offer the tiger the red jewel. At least this time you're presented with something useful – o Colt Python Mognum Hondgun. Use it with your mognum rounds ond it's deadly. Use it with your Dum Dum rounds ond it kicks @\$\$!



Back and forth! Back and forth!

now that you have the magnum, you have pretty much cleared the mansion. You can back track through the entire mansion and double check rooms if you want. There will actually be some new items in some of the rooms. But for the most part, now that you have the battery, it's time to activate that second elevator in the courtyard. Once activated, go to the pool and use the crank to close the dam and refill the pool. Take your new elevator back down and see what was behind that waterfall in the courtyard...

Will this game

You've survived o lot, but there's still o ways to go. With the waterfall gone, o secret passage is revealed, go down the ladder to continue the horror!



The underground covems ore dork and creepy, even more so when you discover old friends dead or dying. But don't forget to look to your friends for help. You'll be surprised how helpful they can be, even when they're dead as a door knob.





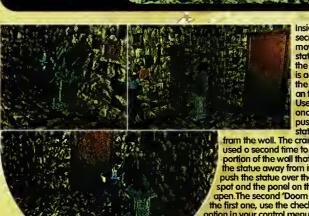
Welcome to the

The underground is all obout exploring, gathering and fighting for your life. Use what you've gathered to send yourself deeper into the cavems. But stay olert, it may be the only thing that keeps you olive.









Inside the secret room. move the statue olong the woll until it is acrass from the dear spot an the floor. Use the crank once ogoin to push the statue awa

fram the woll. The crank must be used a second time to retract the portion of the wall that pushed the statue away from it. Now push the statue over the clear spot and the ponel on the woll will apen. The second 'Doom Book'. Like the first one, use the check item option in your control menu to open the facing edge of the book. The book will apen to reveal the walf medal.

Hungry like

Once post the spider, you will soon encaunter a secand boulder. First use yaur crank three times to mave the walls

so that the opening is

to the left, then approach the boulder and when it starts to roll jump into the hale in the woll os it posses by. The hole in the woll will lead you to a secret room!





he end of the line?



94 GAME PLAYERS May 1996

Welcome to Hell

ive yourself a pat on the back for making it this far. In a game as deep and fulfilling as Resident Evil, it's quite an accomplishment. And if you're still alive, you'll notice that there was plenty that we didn't give away in this strategy (mostly because we didn't have the room!) And just so you won't be devoid of challenge, we're not going to give away much about the final level. Just be assured that in the Laboratory level, all your questions will finally be answered. That is, if you survive the final level, with all the treachery and foul play that's about



One of the most important parts of the Laboratory level is using the computer to unlock the electronically cantrolled doors The tricky part of this little task is knowing the passwords. We'll be nice just this once ond provide

you with

the passwords.





PORSTUV



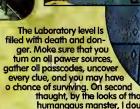


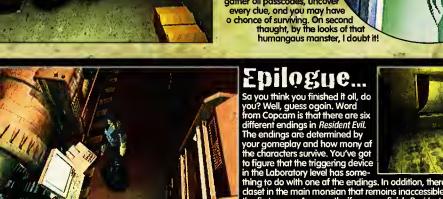


To log onto the computer use the name 'John' ond the nome 'Ada' for the passwords.

The game is kind enough to outomatically unlock level B3 for you, but to unlock level B2 you need to use the password 'Mole'.









thing to do with one af the endings. In oddition, there is the locked claset in the main monsian that remains inaccessible throughout the first gome. Apparently, if you can finish Resident Evil in under three hours, you will be oble to occess that closet. Rumor hos it that you may find a missile launcher with unlimited ammo in there. Use the missile louncher and blost your way through the game within another three haurs and on extra-gory ending will be revealed to you. Saunds like a chollenge to us...

Special Meter

As you perform hits and moves, or block a hit, this special bar fills itself up. Once it has been filled, it begins to fill again. The color changes for each time it fills up. Most special moves or throws can be

powered up to ES versions. This uses one full level. The EX moves require one level as well. The more times the meter fills up, the more ES and EX moves you can pull off consecutively.

Guard Reversals

Guard Reversal is the ability of each character to cancel his/her own block into a particular special move, depending on who the character is. To perform a Guard Reversal, you must finish the code for your particular Guard Reversal at precisely the same moment you block the move you are attempting to Guard Reversal.

Throw Softening

By hitting strong or fierce in the first frames of a throw animation you can allow your character to land on his/her feet and be in position to strike. You can also flip out of a hold after the first hit, if you time the button correctly.

Rollin', Rollin', Rollin' After being knocked to the floor, you can press toward or backward to move while getting up. It's good

After being knocked to the floor, you can press toward or backward to move while getting up. It's good to get out of trouble or set up a quick counter. You're also invulnerable to normal attacks while getting up. A great way to set up a throw is to roll into your opponent and perform the throw.

DEMITRI MAXIMOV

Chaos Flare. OSO + Punch
Bat Spin. OGO + Kick
Demon Cradle. OGO + Punch
Dashing Demon Cradle. OGO + Punch
Negativus Thom. 360 + Punch (when close)
EX Attack: Midnight Pleasure. OGO + 2 Punches
EX Attack: Demon Blast. OGO + 2 Kicks

HUITZIL

Plasma Beam. OPO + Punch Might Launcher. OPO + Kick Genocide Vulcan. OPO + Punch Reflect Wall. OPO + Punch (Guard Reversal) Circuit Scrapper. OPO + Punch (when close)

EX Attack: Confusioner.... OOO + 2 Kicks
EX Attack: Final Guardian. OOOO + 2 Kicks

Chains

The combo system allows you to chain a series of normal attacks together, much like

Street Fighter Alpha. You have to cancel the animation of a normal move into another normal move, so that the hits come in rapid succession. To successfully pull off a chain combo, you must hit the next attack at the precise moment your first attack makes contact. The best order for chains is as follows:

Jab-Short-Strong-Fonward-Fierce-Roundhouse. Therefore, you could conceivably pull off a 6-hit combo with all six buttons in sequence (that is, if all your attacks can reach the opponent). However, you can skip any of the attacks in the sequence for shorter chains. For example, you



can do a Jab, Strong, Forward, Roundhouse or a

Short Fierce. However, you can't reverse the moves

- you must start with weak and work your way up.

2 Punches

EX Attact: Tsurane Gir . . OGOS



LORD RAPTOR

 Skullsting.
 99 + Kick

 Hell's Gate.
 09090 + Kick

 Death Hurricane.
 (Guard Reversal)

 Skull Vanish.
 09090 + Punch

(when close)

EX Attack: Eyii Scream. ...OO + 2 Punches

EX Attack: Death Voltage. OOOOO + 2 Kicks

EX Attack: Heli's Dunk. ...OOO + 2 Punches

PYRON

Soul Smasher. OOO + Punch
Mid-Air Soul Smasher. OOO + Punch
(in air)
Zodiac Fire. OOO + Punch
Drbiter Blaze. OOO + Kick (in air)
Galaxy Trip. OOO + Kick
Planet-Burning. OOOO + Punch

(when close)



Morrigan Aensland

Darkness' Illusion. . . . Jab, Jab, ♥, Short, Fierce EX Attack:

Astral Vision. Jab, Jab, O, Strong, Fierce



2 Punches



JON TALBAIN

Climb Laser	. 00 + Kick
Forward Beast Cannon	.000 + Punch
UF Beast Cannon	. 000 + Punch
	(quard reversal)
DF Beast Cannon	. DOD +Punch (in a
Million Flicker	.000 + Punch

SASQUATCH

Big Snow	OOO + Punch	The state of the s
Big Towers	OO + Punch	The same
Big Cyclone	000 + Kick	
	000 + Kick (Gi	
Big Brunch	00000 + Pun	ch (when close)

VICTOR VON ELDENHEIM

Giga Hammer	 		O Hold, O + Punch
Giga Buster	 	'	O Hold, O + Kick

Gyro Crush. 930 + Punch
Giga Burn. 900 + Kick (Guard Reversal)
Mega Spike. 360 + Punch (when close)
EX Attack: Thunder Break. 9 Hold, 9 + 2 Punches
EX Attack: Great Geldenheim. 90000 + 2 Kicks, Punch

Donovan Baine 1

Drop Sword. Punch + Kick Call Sword. Punch + Kick

Sword Elementals: Efreet Sword......•••• + Punch

(Guard Reversal)

Blizzard Sword.... GGOOO + Punch

(when close) EX Attack:

Breath of Death. + Kick

EX Attack:

Change Immortal. . . Strong, Jab, Short, Forward



ANAKARIS

Sarcophagus Dance...Punch + Kick
Pharaoh's Judgement... OOO + Punch (in air)
Cobra Blow... OO+ Punch
Mummy Drop... OOO + Punch

The Void (catches projectiles). . ●●● + Kick EX Attack: Pharoaoh's Magic. . Forward, Jab, ● Forward, Roundhouse

EX Attack: Chasm of Hell. 2000 + 2 Kicks
EX Attack: Pharaon's Split. . . . Jab, Jab, Ø Forward, Roundhouse

HSIEN-KO

Anki Hou. OOO + Punch
Sempuu Bu. OOO + Punch
Henkyou Ki. OOO + Punch
(Guard Reversat)
Houten Geki. OOOOO + Punch
(when close)
EX Attack: Jirei Tou. OOOOO + 2 Kicks

EX Attack: Tenrai Ha. . Short, Roundhouse, Strong, Strong, Up



FELICIA

 Rolling Buckler.
 OSO +2 Punches

 Rolling Scratch.
 OGO + 2 Punches

 Delta Kick.
 OSO + Kick

 Sand Scratch.
 OSO + Kick (Guard Reversal)

 Hellcat.
 OSOGO + Kick (When of San Charles)

EX Attack: Dancing Flash. . ••• + 2 Punches
EX Attack: Please Help Me. ••• + 2 Kicks



STILL FUN TO PLAY WITH

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FUSK

0000+K 000+K 000+K Back Stab ... Boot Kick Skull Splitter ... 000 + N 000 + P 000 + FP 000 + (P or K) 000000000+ FP The Conqueror Web of Death . . Combo Breaker Destroyer

Finishers

GGGGG + MP **○○○○** + MP 989 + MK

GGGGGGG+ MP

COMBO

00000+ Air Shocker MK (in air) .Hold FP, Cyclone Hold PP,
Release FP

OOO + QK

OO + FP

OO + FK

OO + FK

OO + QP

OO + MK

OOO + QP

OOO + MK Fake Dizzy . Powerline Roller Coaster. Skull Crusher . Spin Fist ... TJ Tremor . Triple Roller Coaster.

Combo Breaker **Finishers**

00 + FK OO+FP



Firecracker Fireflower Split Kick . Combo Breaker OOO + (P or K)

Finishers

000 + QK 000 + QK 000000+MK 000000 + 0K

MOVE KEY

P = Any Punch K = Any Kick QP = Quick Punch (Button 1)

MP = Medium Punch (Button 2) FP = Fierce Punch (Button 3) QK = Quick Kick (Button 4) MK = Medium Kick (Button 5) FK = Fierce Kick (Button 6)

100 GAME PLAYERS May 1996



FakeEndouken Fireball Spray . . eball Spray ... 999 + CP asser Blade ... 999 + FK Multi-Slide Kick . 69999 + FK Multi-Wind Kick . 99999 + MK Ninja Slide ... 9999 + K Red Endouken . (holo) PF, 99999 Laser Blade....

Windkick... + FP Windkick... + FP Griger Fury... + FP Windkick... + FP Win

Finishers

GGGGG+ QK **999** + QK

000 + FK

98666 + MP

00000 00000 Arctic Blast . Beat Down.

Cold Shoulder Energy Gain Ice Lance ... Ice Uppercut

(m air) OOO+ OP OO+FK OOOOO lcy Grip . Liquidize ... Super Fireball

+ FP + (P or K) Combo Breaker

Finishers 00000 + QK 0000+0K 000000 + 0K OOOO+MK

Mantis (in air)

Savage Blades

Slice N' Dice . .🗪

Tree Cutter . OOO OO_{+FP}

Finishers

OO+FP

00+FK 00000+0K 000000+0P



ABERWOLF

O + OK O O O O + FP (in air) O O O O O + FK O O + CK O O + FP O O + MP O O + (P or K) Ground Spark Loopy . . Sabreflip Sabrehowl ... Sabrepounce . . Sabrespin Triple Fire-Claw ...

Finishers

00 + QK

OO+OK

Hold QP (3 seconds), Release QP



O + FK (in air) OOO+FP OOOOOO Dart Kick ... Flame Blade . . Grim Reaper .

Power Devour

+ CP + CP + CP + K + CP + (MP or FP) + FK Shield Catch . . Skele Skewer . . Skeleport

Skull Replenisher Skull Scrape Soul Drain.....

Finishers

000+FP

00000 + FP



Air Buster	.000+K
Baton Dash	OG + MP
Flik Flak Helicopter Kick	DOD+K
Helicopter Kick 444	OOO+FK
San	UUU+ FP
Slide	OOO+K
Tiger Charge	300 ± MK
Tona Fire	COO+P
Tonfa Rush	OOO + FP
Combo Breaker	•00+0

Finishers

@@@@@+QK

◆3○ + MK









\$59.88. Please allow 4-6 weeks for delivery.



THUNDERSTRIKE 2

All you Saturn owners out there can satisfy your bloodlust by utilizing the following level codes for the Saturn version of *Thunderstrike 2!*

U.S. Gold for Saturn

South America

Level 1 ...J6HH1FC5VBQVSIQ Level 2 ...JVV11NC7CBDVR0Q Level 3 ...JV41URC7TBQV1PQ Level 4 ...J1M1URC9MBQVV4I

South America - Stealth

Level 1	J9U9U3CRNFQF	S9Q
Level 2	J94PUNCQ8FQF	RK2
Level 3	J819V7CSFFDF	141

Panama Canal

Level 1	JSFPVMCV0JCFSF2
Level 2	JSQ9SUCUUJCFRT2
Level 3	JJ19S6K13JCF0TQ

Central America

Level 1	JIQPT3C05NAFTPQ
Level 2	JIT9TBCJ8NAFRU2
Level 3	JL5PTNCLGNAF162

Eastern Europe

Level 1	JLQ8QF4NEREFS6I
Level 2	JK6KRVCPMREFRVA
Level 3	JNB4RQKN1REF1IQ

entry to utilize the codes.

Gulf 1 — Capture

Level 1	JNV4RBSAAVMFSK2
Level 2	JN64RNSCNVMFQ2Q
Level 3	JM44RNSF2VMF1AQ

Gulf 2 — Oil Dispute

4-0011	- On Diopato
Level 1	JPL4RNCF236FSQ2
Level 2	JPRKRNCGH36FRDA
Level 3	JB1KRNQ2B36F0QQ
Level 4	JAN4RNQ5K36FU11

South China Seas

Level 1	JB34RND5866FTK2
Level 2	JAI4RNQ5K66FS4I
Level 3	JQBKRNQ7A66FR5I

EndJA943ND9U66FINI



Now in only his second morth as Code Master, Roger Burchill has already assumed the nasty, anti-social, unshaven, muttering, cursing, hard-dinking persona necessary to create the nightmarish monstrosity that is Code Breakers!

ey you! Yeah, you!
What the hell are you
doing reading this
magazine? Aren't there codes
that you could be cracking,
cheats you could be discovering? Don't cry to me about
food and sleep! Find me some
codes or you will feel the stinging slash of my Monkey Whip!
Ohth, sweet pain...

But as long as you're slacking, listen up for this month's update. Once again, we've gathered the biggest and best collection of late-breaking, ground-shaking codes. That's right, if you want it, you know where to find it, right here in ' the sacred pages of EAME PLAYERS. And as long as we're talking about the latest in codes, let's take a moment to address those of you who have been sending me codes from games that can conservatively be called 'old'. If a game is over six months old, don't even bother sending me codes # unless you happen to discover something like Teri Hatcher's phone number hidden inside,

This month we are happy to welcome the folks at Interact Accessories to the Code Qungeon. Interact will be providing us codes for the Game Shark on a monthly basis. In other words, they are going to make my life easier. Which is what you should be doing. So get back

to work!

PUSHEME XAOA START

· × v

The insert

THUNDERSTRIKE 2

U.S. Gold for PlayStation

Working Vacation

For all of you who like to destroy, destroy, destroy! Here's a few level codes that will have you creating maximum mayhem with minimum effort. To input these codes, just go to the password entry and pop them in!

South America

Level 1	DNHVOV6VEBDU55Q
Level 2	
Level 3	
Level 4	8NH30V8EEJD24PI

Gulf 2 — Oil Dispute

Level 1	VNHROVOE6JDE53I
Level 2	ORHV0UD66NDA53A
Level 3	IFHD0UDU6RDM5P2
Level 4	NJHPOUKE6VDI5BI

Stealth

Level 1	D7HP0UDQAUDE45A
Level 2	
Level 3	AFHPOUKUA2DM4HI

Central America

Level 1	FJHL0UGII2CE4KI
Level 2	G7HH0U72I2CA5R2
Level 3	

South China Sea

Level 1	KRG50URD26GE4J2
Level 2	ORGLOUTI3AGA5UI
Level 3	FRG9S1CM3EGM52I

Panama

Level 1	 93G5SD9UNGGE40A
Level 2	 WG55HUENGGA4SQ
Level 3	 JNGH4CPUNKGM5TI

Eastern Europe

Level 1	L3GG4406V0EE5R1
Level 2	F7GK5S2QV0EA41A
Level 3	

Gulf 1 — Canyon

Level 1		BME4NI
Level 2	8JGK48VUR	BMA5JQ

End T7GK28U2SCMM4DI

ASSAULT RIGS

Psygnosis for PlayStation

Tanks For The Memories

This month we seem to be fixated on destruction. So here are a tank load of level codes, an invulnerability code and an all-weapons code.

Level Codes		
Level 1 - Welcame	Cir	rde, Circle, Circle, Circle,

Level 2 - Next Gen	Square, X, Square, X, Triangle, Square
Level 3 - This Way	Triangle, Square, Square, Circle, Circle, Triangle
level 4 - JayJay	Triangle, Square, Triangle, Triangle, Circle, Triang
Level S - Noddy	Square, Triangle, Triangle, X, Triangle
Level 6 - Wastelands	Triangle, Square, Circle, Circle, X, Square
Level 7 - Vertiga	X, Square, Square, Circle, Triangle
Level 8 - Gem Tawer	Triangle, Square, X. Square, Triangle, Triangle
Lovel 9 - Bridge	Square Triangle Square Y Triangle Y



Level 10 - Obliterate Triangle, Triangle, Circle, Square, X, Square Level 11 - Arena. . . . Triangle, Triangle, X, Triangle, Circle, Square Level 12 - PBM Circle, Square, Triangle, Triangle, Triangle, Circle Level 13 - Ramps . . Triangle, Square, Circle, X, Triangle, Square Level 14 - Oasis Triangle, Triangle, X, Square, Square, X Level 15 - Halls . . . Circle, X, Triangle, Triangle, Triangle, Triangle Level 16 - Coaster . . Circle, Square, Circle, Circle, Circle, Square Level 17 - Mine Triangle, Triangle, Triangle, Circle, Triangle, Square Level 18 - Look Up . . Square, Circle, Square, X, Square, Triangle

Level 19 - Deadline . . X, X, Square, X, Triangle, Circle

Level 20 - Fart	X. Square, X. Inangie, Inangie, Square
Level 21 - Stairway	Triangle, Square, Triangle, Square, Triangle, Triangle
Level 22 - Park A Lot	. Square, Square, Triangle, Circle, Square, Tnangle
Level 23 - ZamCam	Circle, X, X, X, X, Triangle
Level 24 - Shoot me	. Triangle, Square, Square, Triangle, Triangle, Triangle
Level 25 - Wild	. Triangle, Circle, Triangle, Triangle, Circle, Square
Level 26 - Oil Rig	Square, Circle, Circle, X, Square, X
Level 27 - Rightway	. X, Circle, Square, Triangle, Triangle, Square
Lovel 29 - Marto Tura	Sauara Circle Sauare Sauare Sauare Sauare

Level 29 - Dodge Triangle, Square, Circle, X, Circle, Circle Level 30 - Air Square, Circle, X, Circle, X, Square Level 31 - Jump Circle, Square, X, Triangle, Circle, Triangle Level 32 - Room 101...... Triangle, Square, X, Circle, Square, X

Level 33 - Firepower X, X, Triangle, X, X, Square Level 34 - Wave X, Circle, Square, Circle, Circle, Square Level 3S - Push Off. Circle, Triangle, X, Triangle, X, Triangle Level 36 - Perimeter. X, Triangle, Triangle, X, X, Square

Level 37 - Spiral X, Triangle, Triangle, X, Triangle, Square Level 38 - Bounce Circle, X, Triangle, Triangle, Square, Triangle Level 39 - The Castle Square, Triangle, Square, Triangle, Square, X

Level 42 - Push Me Circle, X. Triangle, Circle, Triangle, Square



Ta access all



the code









STREET FIGHTER ALPHA

Capcom for PlayStation 5%

Hidden Characters

These codes will allow you to play as the hidden characters in Street Fighter Alpha.



on the character select screen. Hold down L2 and press Left, Left, Down, Down, Left, Down, Down, Square + Triangle.

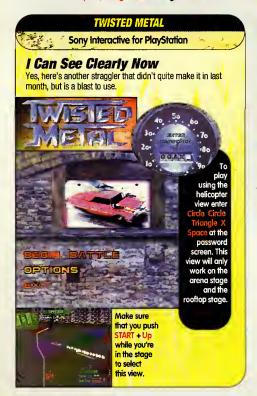
To play as Akuma, go to the random box and hold down L2 and press Left, Left, Left, Dawn, Down, Dawn, Square + Triangle.



To play as Dan, go to the random box, hold down L2 and press Triangle, Square, X, Circle, Triangle.

To access the character's other color, just replace Square + Triangle with Circle + X for M. Bison and Akuma. For Don, just reverse the order of entry and press Triangle, Circle, X,
Square, Triangle while holding the L2 button.







Invuinerable Phalanx!

This isn't actually a code for Zero Divide itself, but rather for the shooter game Tiny Phalanx! that is hidden inside. We told you how to access the game last month, but for those of you who weren't paying attention: hold down the START and SELECT

buttons on the second controller while turning on the game. Anyway, if the game was a little hard for you, here's how to

do the invincibility code!

To be an invincible Phalanx, go to the option screen of Tiny Phalanx!, highlight the speed option and press Left/Up, L2, R2, and Triangle at the same time. The bockground screen will turn red if you have done this correctly.



NAMCO MUSEUM CLASSICS VOL. 1

Namco for PlayStation

Time Warp

Here's an oldy but a goody that worked on the original Galaga Game when it was in the arcades ages ago. Now that the original is on Namco's compilation disc of classic games, you can use this little cheat again. Neat, huh?







single shat during this time. After a while, you will notice that the ships will stop shooting at you. Let the ships pass about five times so that you ore sure that they have stopped firing. Once you are sure, ga ahead and kill the two remaining ships. From that paint an, na ships will shoot at you in any of the following stoges!

JOHNNY BAZOOKATONE

U.S. Gold for Saturn

Rockin' Codes

Although this game doesn't make it anywhere near my 'most wanted' list, if you've got it, these codes should help you squeeze the most out of it. Yes, we've got oll the level codes for this strange, but somehow rockin', game and here they are:

Level 4 - Haspital VILLA Level 5 - Penthause ENDBO55



JOHNNY BAZOOKATONE

U.S. Gold for PlayStation

Rockin' Codes Pt. 2

And for those PlayStation owners who are lucky enough to own this, err... interesting game, here are your codes:

Level 1 - Prison(5tort the damn game!)
Level 2 - HotelAFLEAPIT

And as a nice bonus here are a couple more codes:



SHARK

New Feature

For those of you code fanatics out there who aren't merely satisfied with built-in codes, Code Breakers will be running codes for the Game Shark Videogame Enhancer on a monthly basis. A product of Interact Accessories, Inc., Game Shark allows the gamer to customize control settings and choose from a number of options including unlimited power, lives, weapons, levels and more. Available for both the Saturn

Available to both the saurh
and PlayStation, both versions
come pre-loaded with codes for
some of today's hottest videogame
titles. But the best feature is that the
Game Shark is continously updatable. Game Sharkers have four
options to choose for their code
updates. There is the code hotline at 1900-773-SHARK, the 'Dangerous Waters'
tip sheet subscription, the 'Dangerous
Waters' World-Wide Web membership to
access the 'Surfing With The Sharks' web
site, and of course, you can find Game
Shark codes right here in GANIE
PLAYERS' own Code Breakers column

Saturn Codes

VIRTUA FIGHTER 2

SEGA RALLY CHAMPIONSHI

CODDCE VILLED

Play Station Codes MORTAL KOMBAT 3

Unlimited Energy (Player One) .801cbc38 00a6

TOTAL ECLIPSE TURBO

IInfinite Plasmo Bombs . . . 80078DD40003

DEF CON 5



JOHNNY BAZOOKATONE

U.S. Gold for 3DO

Rockin' Codes Pt. 3(D0)

Hey! How about this? Some codes for the 3DO version. For some reason there's a code for the first level. Go figure!

Level 1 - PrisonSOFTCELL Level 2 - Hatel LOVESHAK Level 3 - KitchenSTIRITUP Level 4 - HaspitalLIVEAID Level 5 - PenthausePLECTRUM

Sorry, no invulnerability or infinite live codes ore avoil-

able for the 3DO.

EARTHWORM JIM 2

Playmates Interactive for Super NES-

Super Worm

We had some great codes last month for our little worm buddy, but here are a few more to liven things up. To use these codes, just hit the pause button anytime during gameplay.

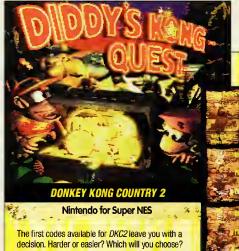
Far 100% Energy: X, SELECT, X, B, X, SELECT, X, A Far Plasma Gun: X, X, X, X, A, A, A, SELECT Far Bubble Gun: X, X, X, X, A, B, A, SELECT Far Maney Warms (ance): A, A, B, A, A, Y, B, Y

For Level 2b Puppy 2: Dawn, Right, A, B, X, Left, Right, A





For Level 5a Camival: Up, O<mark>awn, X, A, B, Y,</mark> eft, Right Far Level 9 ISO 9000: A, B, X, Left, eft, Right,



In arder to access the cheat mode, you will first need to

start o new gome. Naw, an the player select screen, highlight the two player cantest and press down five times. This will reveal the sound test, Press dawn five mare times and the cheat mode will be revealed!



Ta eliminate all DK barrels from the game (thereby increasing its difficulty slightly) press B, A, Right, Right, A, Left, A, X. Yau will hear a sound af a mankey if the code is entered carrectly. Nate: Althaugh there are no DK barrels once you use this code, you will start each level with both Diddy and Dixie.)

Ta make your life a bit easier enter Y, A, SELECT, A Dawn Left A Daw to start the game with 50 lives! Once ogoin, o praperty entered code will be nated by a monkey sound.

EARTHWORM JIM 2

Playmates Interactive for Genesis

Worm Power

Okay, Genesis owners, pay attention! Don't let those Super NES owners hog all the worm glory. Here are your codes. Like with the Super NES, pause the game to

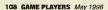
enter the following codes:

Far 100% Energy: A, B, C, A, B, C, A, A Far Plasma Gun: C, C, C, A, A, A, B Far Bubble Gun: C, C, C, C, A, A, B, B

For Money Warms (ance): C, A, C, A,

For Level 2b Puppy 2: Left, Right, B, C, C, Left, Right, A Far Level 5a Comival: B. B. C. A. Far Level 9 ISO 9000: A. B. C.

Right, Right, Right, Right







Electronic Arts for Saturn

The Everything Code

Look, if you've got all the money and all the stuff, you've probably taken all the challenge out of a strategy/simulation game. But if you insist, here it is!

To get occess to all the stuff in your theme park, start o new gome ond enter DEAD os your nick nome, Finish filling out off the rest of the info ond select the country for your theme park.

When you start the gome press the left shoulder button and go the ride purchase menu. Then press the

X, Y, Z, A, B, and C buttons simultaneausly. You should hear a bunch of kids say 'Yeah' ond now you have oll the rides, shops, ond park features.

To get all the money you want, go back to the ride purchase menu and hit tons simultaneously ogoin.

the X, Y, Z, A, B, and C but-The kids will yell 'Yeah' ogoin. The longer you hold down the buttons the more money you will receive. If for some reason you don't load up on enough cosh in the beginning, you con now just hit the A, B, and C buttons at the same time during gomeplay to get even more money!



New Year's ond Volentine's Doy.

EVEN MORE MORE OK, everybody

OK, everybody sing along! What's the magazine that

has more codes for you and me? G-A-M, E-P-L, A-Y-E... Uh, wait a minute. This isn't working out the way we thought it would. Oh, to hell with it, Here's a bunch more codes!

AGILE WARRIOR

Virgin Interactive for PlayStation

Invincible Warrior Invincibility Code

To access the the invincibility mode, pause the game and enter: Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Square. Of course, you should remember that although you can't be damaged, you can still run out of fuel.

SEPARATION ANXIETY

Accloim for Super NES

Separate Levels

Level Passwords

At the main menu screen, go to the Passwords option screen.

Enter the following level passwords: DCCPMH for Level 2; MDRKJP for Level 3; STSPPC for Level 4; and QPMJCV for Level 5.

Don't forget, the action isn't going to get any easier.

BATTLESPORT Studio 3DO for 3DO 3 as

Battle Code! Hidden Message

Select the ane player game and enter HAWKIN at the Enter Name screen and you



will hear a secret message that is a little joke about Trip Hawkins, 3DO founder.

NFL GAMEDAY

Sony Interactive for PloyStation:

Custom Football Extra Play Modes

First go to the Options Screen and press Select. Press Select again to get to the Passwords screen. Enter the following passwords for some game-altering special effects.

Enter URNOTREDE for an ultra difficulty level in the one player mode. Enter SKELETON to play as two new teams. Enter PICK.CITY to increase interceptions. Enter BKG.BOYS to increase the size of the backs. Enter OFFENSE to increase offensive status and DEFENSE to do the same for defense. Enter STICKUM to enhance coverage.



FARTHWORM JIM 2

Playmates Interoctive Entertainment for Super NES

Heart Worming Codes Worm Steroids

For One Ups: Left, SELECT, Right, SELECT, L, SELECT, R, SELECT

For Ammo: SELECT, X, X, X, X, X, X, S.ELECT For 3-Shot Gun: X, X, X, X, A, X, SELECT For Teleport Bomb: X, X, X, B, B, B, B (This code works but I'm not sure exactly what it does, drap

me a line if you figure it out.)

For a one time extra continue: A, SELECT, A, B, X, Y,

To skip to Level 3: A, B, X, L, R, L, A, B To skip to Level 7: A, X, L, R, X, L, R, L

One mare code that's mighty handy but only works in the Super NES version is the Stage Skip code. Once again, pause the game and enter SELECT, When you unpouse the

game you'll see the cows that

upon completion of the level and you'll go right to the next stage.

Heart Worming Codes Part 2

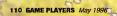
Genesis Steroids

exactly what it does.)

Like the Super NES version, pause the game and enter the following codes to make E/s life easier... For One Ups: A, B, C, C, C, A, A, B For Ammo: C, B, B, A, C, B, A, A

For 3-Shot Gun: C, C, C, C, A, A, A, C
For Teleport Bomb: C, A, B, C, A, B, U, D (As in the
SNES version, this code works but you got me on

For a one time extra continue: A, A, C, C, B, A, L, L To skip to Level 3: C, B, C, L, R, L, A, B To skip to Level 7: A, A, C, C, B, B, A, A



VIRTUA FIGHTER 2

Sega for Saturn

Virtua Code Heaven Cornucopia Of Codes

To play as Dural go to the Player Select screen. Pick Akira and press Down, Up, Right, then A+Left. (Just like on the first Virtua Fighter.)

To play os Gold Dural do the same but press Dawn, Up, Left, A+Right instead. In a game devaid of supernatural-type

moves, here's a trick that miraculausly teleports Jeffrey (ar ot least makes him run really fost). This trick can only be done when Jeffrey is fighting Shun Di. Make Shun sit down and have Jeffrey da his power bomb move (Down/Forward+P+K+G) from anywhere in

Yau can actually choose the characters wha fight in the Watch Mode by pressing START when the selection box goes over the character. Player ane needs to ga first, then player twa.

Also in Watch Mode, press X while the charocters ore fighting to switch the view from the standard side to side mode to the sweeping mode.

Ta get the alternate calar uniforms for your character press Up and C simultaneously of the Choracter Selection Screen.



ZERO DIVIDE

Time Warner Interactive for PlayStation

Sweet, creamy filling! Hidden Game

Put in the Zero Divide game into your PlayStation and turn it on. While the gome is powering up hald dawn the SELECT and START buttons an the player two controller. Keep holding down the buttons as the developers logas appear an the screen and Phalanx! will load right up!

Yau'll be in shooter heaven as you play the full version of Phalanx!, but one note, the ending screen of Phalanx! will still be in the original Japonese.

TOTAL ECLIPSE TURBO

Crystal Dynamics for PlayStation

Freedom At Last Level Select

First go to the Main Menu screen then push and hold the select button, then press Triangle, L1 and Square.

Release the Select button and then press Triangle, L1, Square, Triangle, L1, Square and Down. Scroll through the stage select with the Left and Right directions an the direction pad. Accessing the later levels has never been so easy.

TOY STORY Disney Interactive for Genesis

To Invincibility and Beyond!

and duck dawn for 6 seconds.

Skip And Stomp

Far the always welcame level skip code enter A, B, R, A, C, A, D, A, B, R, A of the Tay Story Intra screen (not the ane Buzz flies through). Then pouse the game at anytime during gameplay and press A. Yau will then be transported to the next level. What's better than being an animated character? How about an invincible animated character? Ta be invincible callect seven (and only seven stars) at the Level Twa (Putting Tays Away Level) then jump in the Tay Box

TEKKEN

Namco for PlayStation

BE the Bear! Play As Sub-boss

Good Luck!

First beat all the normal characters in the game. After beating all the normal characters you will fight a sub-boss.

After beating the sub-boss you will then be able to play as that sub-boss.

Play as Heihachi and Devil Kazuva

Play As Secret Characters

Ta play as Heihachi you'll have to beat the entire game without continuing. Ta play as Devil Kazuya you'll have to beat all the rounds of Galaxian at the beginning of the game. OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics for PlayStation.

Big Bucks Get Extra Cash

anything you desire.

To get extra cosh first go to the main menu screen then choose Options.

Once you reach the Options Screen press Squore, X. Circle (six times in a row) then press L1. When done correctly this will boost your cosh supply quite drasticolly allowing you to buy almost

NBA JAM TE

Acclaim for PlayStation

Here We Go Again Hidden Characters

To goin access to the following list af players simply answer 'Yes' of the initials prampt.

Then hald L1 and R1 as you enter the fol-

lowing initiols and birth dates:

Gorilla APE, April 2 Ad Rock ADR, April 6 MCA MCA, April 9 Mike D. M_D, July 1

Pres. Clinton BIL, June 3 Hillary Clinton HIL, Navember 6 Hugo......HOR, June 12

Larry Bird. LAR, Januory 15 Heavy D HEA, January 9
Boo Boo THI, November 1
Frank Thomos FNK, January B Air Dog AIR, Januory 21

Mogic Hair STH, December B Kabuki KUB, April 14 Jax. JAX, March 1 Snake SNK, June 15

Chicoga Bull BEN, September 20 Prince Charles..... CHA, May 4 Thurston Moore MOE, June B

Can We Play? **Extended Rosters**

Go to the Team-Select screen, then press ond hold the Select button. While halding the Select buttan, rotate the Direction buttons two times counter- clockwise.

You will then be oble to play with an extended roster.

Even More Surprises Extra Options

At the "Tanight's Match-Up" screen enter the following codes:

Far Full-court push, press Down, Down, X,

Circle, X, Right, Right. Far High Shats, press Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Covn Ta speed-up play, press Up, Up, Up, Up, Left, Left, Left, X, Triangle.

Far powered-up three pointers, press Up, Dawn, Left, Right, Left, Down, Up. Ta display shot percentages, press Up, Up,

Down, Dawn, Triangle. Far powered-up Goal Tending, press Right, Up, Down, Right, Dawn, Up.

TWISTED METAL

Sony Interactive for PlayStation

Game Intensifiers Loaded And Invincible

To face five enemies in the Arena stage, enter: Square, Triangle, Circle. Square, Square. To devastate all who stand in your way, enter this code for unlimited weapons: Triangle, Space, Square, Circle, Circle. Ever wanted to be an Untouchable? Try this invincibil-

VECTORMAN

Sega for Genesis

Alphabet Soup

Stage Skip And More
At the SEGA logo screen at the beginning of the game, move Vectorman under the logo and shoot up 24 times. Then, jump up and hit your head on the logo 12 times. Letters will then start falling from the top of the screen. Catch at least 90 letters and the game will start on a higher stage.

As for actual codes, pause the game anytime during the gameplay and enter Down, Right, A, C, Up, Left, A (D-R-A-C-U-L-A) and everything will go in slaw motian anytime you are hit. For Vectorman to be turned into a small computer

arrow, enter C, A, Left, Left, A, C, A, B (C-A-L-L-A-C-

A-B) while the game is paused. Why wauld yau want to do this? Because yau can then go anywhere an a level and destroy enemies by just touching them. One draw back, the only thing you can't destroy with the arraw is the stage boss.

DOOM

Williams for PlayStation*

Like Doom, Only Easier!

ity code: Square, Triangle, X, Space, Circle.

Maximum Doom

For those who seek to be gods - you're in luck, I've got a God Mode Code. At anytime in the game, pause and press Down, L2, Square, R1, Right, L1, Left Circle. Let me tell you, the game gets a LOT easier when you're God. For Lots of Goodies (maxed ammo and all the keys) pause and press X, Triangle, L1, Up, Down, R2, Left, Left.

To skip levels enter Right, Left, R2, R1, Triangle, L1, Circle, X.

This is a really cool code that displays some of PlayStations cool effects. For X-Ray Vision mode pause and enter L1, R2, L2, R1, Right, Triangle, X, Right. You can see them, but they can't see you!

Ta retain some of the original challenge but make death and destruction a little easier, enter Triangle, Triangle, L2, R2, L2, R2, R1, Square for maps with all the lines drawn in.

For maps that show the location of all items pause and enter Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

SEGA RALLY CHAMPIONSHIP

Sega for Saturn

To the Finish Line

Hidden Track, Hidden Car

Most people already seem to know this, but in case you don't, to race on the hidden Lakeside course you just need to finish in first on the Mountain track.

Experience the thrill of mirror mode by holding down Y while



pressing C on the select game screen. Hyper Car mode is achieved by holding down the X button while pressing C on the car selection screen. The only difference in Hyper Car mode is that the car accelerates and handles better. One more little trick for Sega Rally. To zoom in and out during the replay of your races, hold Down+Z, then use the Left and Right shoulder buttons for

> Naw, if you'd like to be able to race in that shiny, new hidden car known as the Lancia Stratos, place first using the normal setting on the championship mode.



Vic Tokai for Saturn

Not Tough Enough? Expert Mode

At the title screen press Stort, A, B, C, B, A. When the game starts you'll notice that you are left with only one hit point and no extra men. Good Luck!

Ninja Hopping

Stage Select

At any point in the game press Stort to pause then

press A, B, A, B, C.
When you see the stage number appear in the botwhich you see the stuge nomber appears in the tom left comer you'll know you've done it right. Use the D-pad to scroll through the stages. Then check out some of the later stage you've been missing.

VIRTUA FIGHTER REMIX

Sega for Saturn

Virtua Menus

Secret Menu

At the Title Screen, press Up 12 times, then press Stort.

Enter the Options mode.

Move the cursor off the bottom of the screen, then press A.

Choose from your new options with the Direction Pad.

BATMAN FOREVER

Acclaim for Super NES*

Holy Stage Select

Stage Select

Scroll through the stages with the D-pad. Now you get to see those crazy later levels.





APRIL/96

Cover Story: Next-gen RPGs Jumping Flash! 2 Tekken 2 Strategies: 11-page Resident Evil Strategy Street Fighter Alpha Move List

MARCH/96

Cover Story: Panzer Dragoon

Il Zwei

KI2

Toshinden 2 Strategies:

D

Fighting Vipers

NFL Gamedoy X-Men: Children

of the Atorn



14N/96

Cover Story: We get our first look at the Ultra 64!

Strategies: Gigantic Virtua Fighter 2 strategy --- all the moves!



Looded for PlayStation ond Saturn Strategies: Bug!, Chrono Trigger **Battle Areno** Toshinden

Cover Stor MK3 for the home console

Strategies: Killer Instinct,

Ponzer Dragoon, Ridge Rocer



Cover Story: Killer Instinct on

the Super NES Strategies: Daytono USA, Etemal Champions, Judge Dredd.

Virtua Fighter



Cover Story: The Future of Arcode Games Exclusive 16-page Sony Preview DKC2

Strategies: Earthworm Jim 2 Mortal Kombat 3 **Primal Rage** WipEout



Cheats

Donke Country Eorthworm Ji Modden '93 Mortal Kombat

of the AND LOTS MORE!



Cover Story: PlayStation Sports Ultro 64 Coverage Super Morio 64 Strategies: Donkey Kong Country 2: Diddy's Kong Quest Sega Rally Championship



Cover Story: Virtuo Fighter 2 Sega Rally Virtuo Cop

Strategies: Mego Mon VII Shinobi Legions Tekken Weaponlord

Cover Story. PlayStation - story on the US release Strategies: Virtua Fighter 2 Night Worriors

Mortal Kornbat 3

Cover Story: Saturn: A Full Look At Sega's US Plans Strategies: Brutal 32X Fight For Life NBA Jam: TE Codes Tekken Move List

Cover Story: Secret of Evermore

preview Strategies: Beyond Oosis Crusader of Centy Metal Worriors Return Fire

Cover Story: X-Men Arcode preview Strategies: Killer Instinct NBA Jam: TE Supreme Warrior X-Men 2: C. Wors Hey gong, don't miss out on ony of the hot codes, sizzling strategies, and incredible insanity that's available in back issues of EAME PLAYERS. Send \$5.95 per issue (check or money order, U.S. funds only) to GAME PLAYERS BACK ISSUES, 150 North Hill Drive, Brisbane, CA 94005. Don't be known as the only loser on your block. Send your order in NOW! Remember to specify which back issues you wont. Don't delay do it today!



SURPRISE!

PSS51: Hey, can you keep a secret? I mean, a really big secret! Good. Listen up: Chris Slate just came by here and said to expect a fantastic surprise in the next issue of FAME PLAYERS. He wouldn't let on what it was, so we'll just have to wait. You know, since we're not really sure just what is going in the next issue, I'll bet that he came by here and made the whole thing up. That kinda sounds like a Chris Slate thing, you know? That's just the kind of thing he'd do. Get everyone all excited about a big surprise and so we all wait for a month and when the issue comes out, there's no surprise! And when you look up

from your magazine, realizing you've been had, Chris is just standing there, with that Stupid 'Ha, hal Gotcha!' look on his face. Man, that really burns me up! In fact, we're gonna straighten him out right now! We're not gonna let him treat us that way, are we? Hell, no! In fact, let's all get our scythes and torches and form a big, angry mob! We'll storm the castle! Death to the monster!!!

Un... sorry about that. Sometimes we th... sorry about that. Sometimes we get a little carried away. Anyway, the next issue of *EAME PLAYERS* goes on sale everywhere on May 4th. Don't miss the big surprise (yeah, right)!



Hey, who left the barfbag in here? Here's the May Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

May's Scrambled Mess, GAME PLAYERS; 150 North Hill Drive; Brisbane, CA 94005.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our January's Scrambled Mess Contest was Jesse Shrapson, of Colbert, WA. He correctly identified the scrambled picture as a screen shot from Flying Nightmares. Your Mystery Prize is on the way, Jesse, but someone shot down the Postal Service plane. Go figure...

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